

Exclusive!
PSX, Ultra 64 and Saturn
news from the biggest show ever

CD Sex! Is it worth all the hype?

Ultimate Future Games – don't leave the 16-bit world without it!

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Ultimate

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Battle for Britain!

UK developers prepare for the
32-bit invasion from Japan.
16-page pull-out special with
exclusive gameshots
starts page **43**



PlayStation



3DO



Saturn



Jaguar



SNES



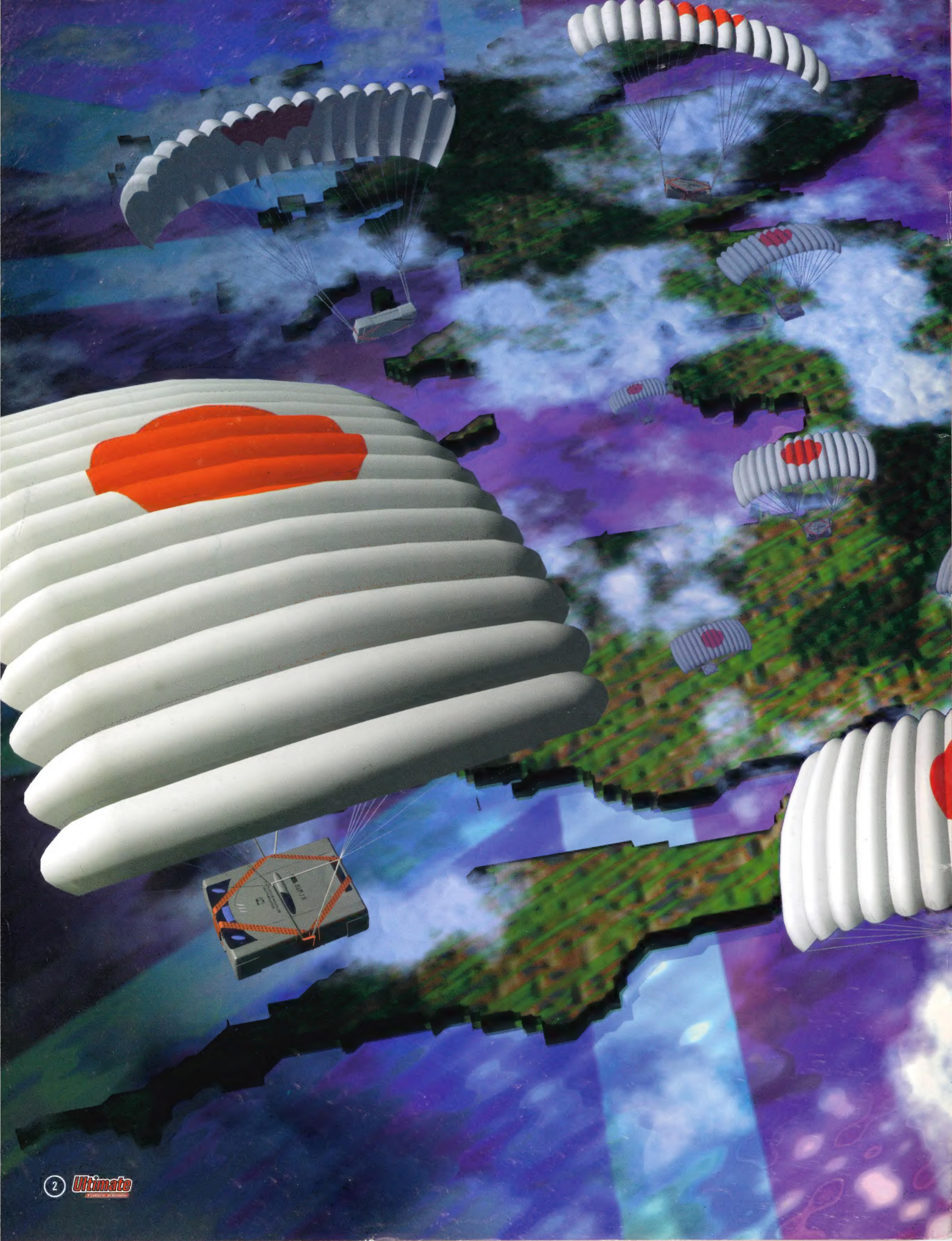
Mega 32X

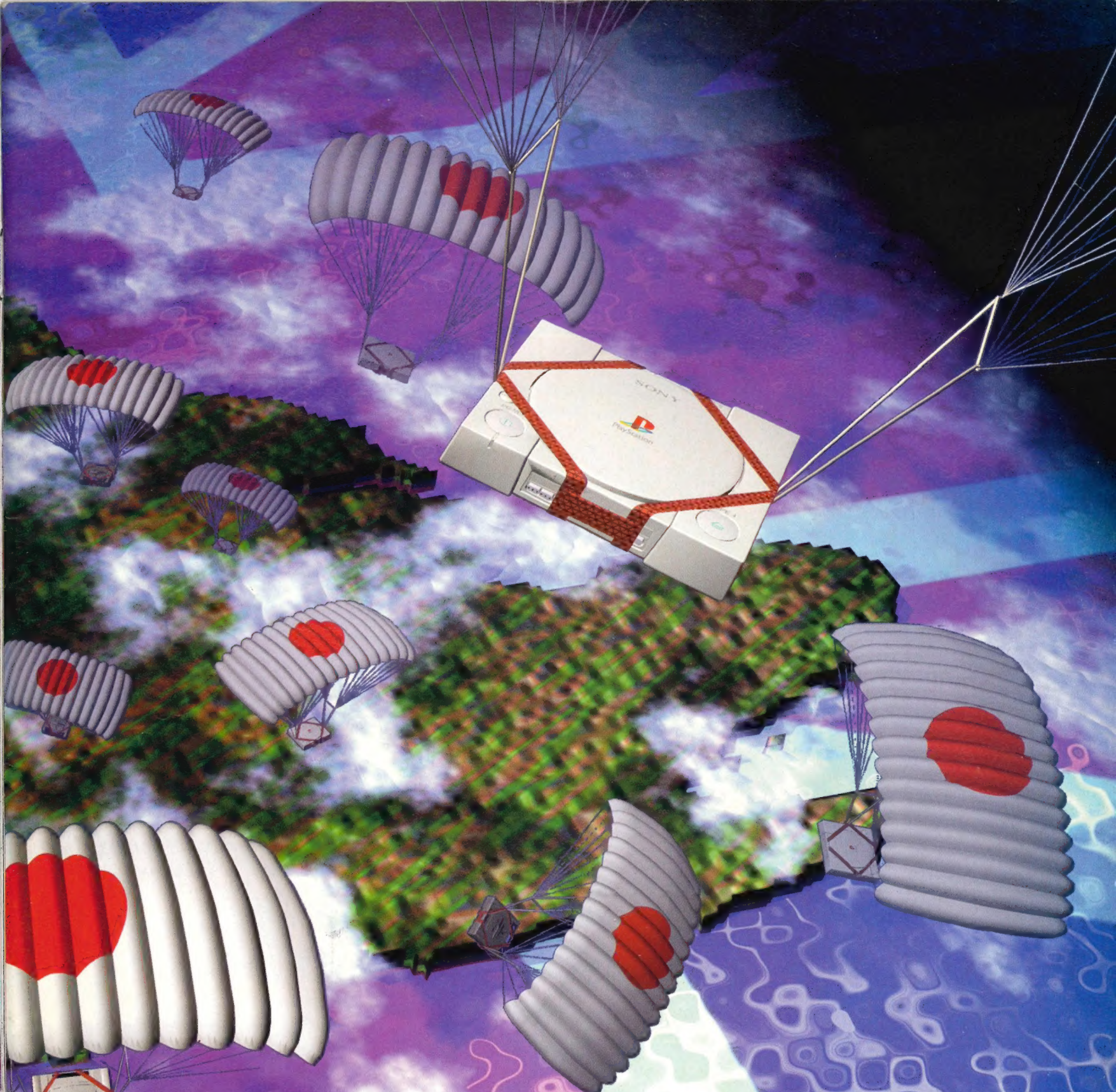


Neo Geo CD



PC





Japan has invaded, planting 32-bit seeds in many homes. But Britain is fighting back. Some of the best programming talents in the world have been working on secret projects for months. Learn what Blighty's best have been up to, beginning on page 43...

Win £250! by entering the **Ultimate Quiz Net A**

We've been soaking you in Japanese Next Gen info over the last seven months, and it is about time to tell you what's being planned and developed in Britain. There's no doubt that this country will be responsible for some of the best and most exciting games ever to hit a console, so we just knew you would want to read about the games and see the screenshots – before anyone else. As ever, we've secured exclusive super console info for your eyes only – and this is just the start.

David Roberts,
Editor

Exclusive!

16-Page pull-out special

The Battle For Britain!



43 The mighty Japanese developers aren't the only ones who can produce 32-bit games – oh, no. Ultimate Future Games sticks its probing nose in the cool pool of top British developing and publishing talent to reveal all. Exclusive news, gossip and, most importantly, screenshots that have never been seen before.

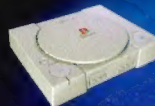
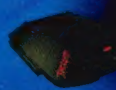
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And that's not all...

The packed 16-page special also includes all the European technical

specifications for the super consoles of the present and the future, as well

as answering those niggly compatibility and game release questions you have.



ction! We tell you where the top game info's at

Ultimate

Future Games

CD SEX

32 Now sex is more available than ever before, are blokes using every hour of

the day/night and every penny they earn, trying to pull smutty pictures off the Internet, or from

some dodgy old CD-ROM? Ultimate Future Games asks the question – is it really worth it?

Exclusive! Hot Next Gen goss!

8 The Ultra 64 finally gets an official European launch date... The Saturn's game

line-up is bigger than expected... super console prices are at last confirmed... All this and

more news first and direct from E³ – the hottest electronic show around.



Bolt it on!

68 There's no point thinking about buying one of the new machines if you don't know

squat about the extras you can use to upgrade it. Video CD carts, spanking new joypads, mice... We've got the lot.



Jumping Flash

80 Platform heaven on the PlayStation in the form of this bunny-puzzling romp thing. Is this another real bonus point for the PlayStation, or have we yet to discover true

brain-frazzling platforming bliss on the new wave of 32-bits? Enter our review zone to find out...



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gossip in your face

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Brimming with tons of
special things, indeed

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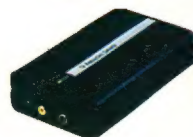
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Ultimate
Future Games

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E3

Ultimate has secured the very first news from the biggest Next Gen show ever. Here it is...

Ultra 64 delayed

Nintendo have had to admit that their Next Gen offering is not due for another six months. If E3 saw the early launch of Sega's Saturn, it also witnessed Nintendo concentrating on the 16-bit market by delaying the launch of the Ultra 64 (now due to hit Japan in January with the US and European launch planned for April 1996).

Nintendo have been adamant that the chip is ready, and proved so by showing a

► Ultra 64: like a cross between the Neo Geo CD and 3DO. She sure is lovely and curvy...

pre-production model of the super console, but rumours have it that they were actually unsure of the strength of their software support on launch.

Sega have now such a huge advance on Nintendo in the Next Gen market that some industry insiders are unsure of the significance of Nintendo's contribution. But Sega and Sony are officially still wary of the might of Nintendo



Saturn hits US early!

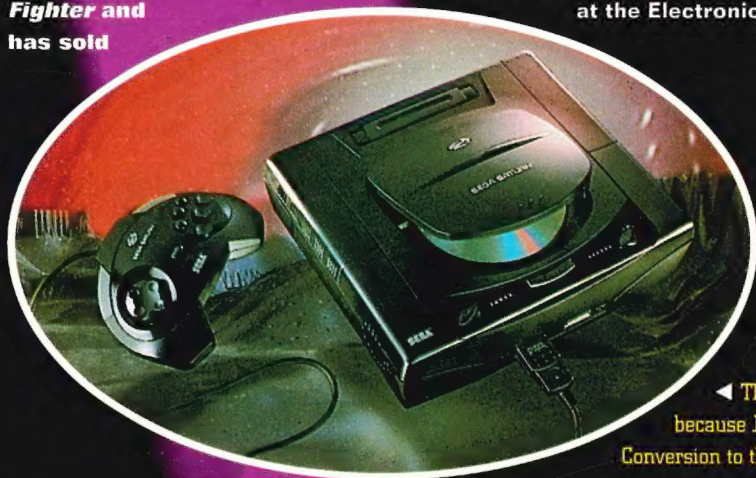
It's utterly incredible! The Saturn has reached high street shops in the US four months ahead of schedule. The hardware has been packaged with *Virtua Fighter* and has sold

out already in the four major chains that received them. It retails for \$399, with six games available priced between \$39.99 and \$59.99.

This news was made public at the Electronic

Entertainment Expo (E3) in Los Angeles, and came as a shock to most, since Sega had made public their plans to launch their hardware on Saturday 2 September. Instead, they decided to deal a blow to their biggest rivals Sony and Nintendo, who both merely confirmed launch dates for the US and Europe (see other stories on these pages). Will this early move be enough to dominate the market?

• For Saturn games news from E3 turn to page 10



◀ The rapid software support was possible because Japanese and US systems are similar. Conversion to the PAL system means changing game code.



▲ Sega UK tell Ultimate that they'll be announcing the exact UK date, price etc. within the next two weeks.

PSX confirmed at \$299!

Sony's knee-jerk reaction to Sega's spectacular early launch coup was to confirm the price and launch dates of the eagerly-awaited PlayStation at E3.

Due to hit the streets on Sept 9th in the States for \$100 less than the Sega Saturn (that is, \$299), Ultimate has picked up very strong rumours within the industry that the PlayStation might hit the streets of Europe a fair bit earlier than expected in a bid to hurt the Saturn's September launch. If Sega have the lead in the States, it seems perfectly logical for Sony to attempt to gain the lead in Europe.

With nearly 1 million units sold in Japan alone, there was more good news for PSX fans when it was announced that Electronic Arts have signed up as a third-party publisher. With titles like *Wing Commander 3*, *PGA Tour Golf '96* and *Magic Carpet*, you can be assured of quality games, even if they're not that new.

► If the PSX is that cheap, will it be for a limited time and will it still come with *Ridge*? More E3 PSX news on page 12...



▲ Shots that clearly show the M2's raw processing power – and what bloody sexy things it can dish out.



◀ ▲ The 3DO can expect *NHL '96*, *Captain Quazar* and *The Daedalus Encounter* (PC version reviewed on page 91).

3DO fighting on

3DO's M2 technology was finally stuffed in the spotlight at E3, along with an impressive array of solid titles due to come out over the next few months. On top of this, 3DO's price has been rumoured to shoot down to \$299 (most probably to be mirrored in Europe), which

would make it an excellent challenger to the PlayStation.

So while Sega and Sony were fighting for 32-bit limelight, 3DO were quite happily showing off their 64-bit chip and telling everybody about this enormous leap in CD technology. The M2 architecture processes over 1 million polygons per second, and each of the ten processors is dedicated to a specific task, which seems to optimise the image quality and performance of the machine. Most incredibly, M2 will have MPEG-1 built in, something which killed off any plans 3DO might have had to release an MPEG cart add-on.

Along with a number of peripherals (see page 68), 3DO demonstrated their newest add-on, the X-O-TRON. This is basically an eight-foot human

gyroscope that spins you around in full 360-degrees while you view the game in a pair of 3D goggles. The first game to use this is *Bladeforce* – see the full preview on page 22 and you'll see why this works.



▲ Smile for daddy: Trip Hawkins, 3DO's founder, with M2 chips.

E3

Yanks join the PSX bandwagon



American developers and publishers have at last revealed the hot new PlayStation titles they have been beavering away on for the past months. Here's the pick of the crop that had their first showing at the E3...

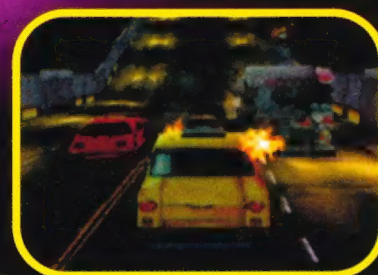
Twisted Metal

First choice - which one of 12 high tech vehicles (armed to the teeth) are you going to drive in an attempt to destroy all opponents in five different 3D worlds? You can choose anything from an ice cream truck to a New

York police car full carrying the likes of missile launchers, machine guns and flame throwers. Eventually, when you've got rid of all your enemies, you have to face a final boss-like thing, before claiming victory.



▲ *Twisted Metal*: taking command of a Mister Whippy really is a joy.



▲ It looks a ripe old combination of *Quarantine* and *Need for Speed*.

WarHawk

Here you get to fly a high tech craft (no surprise there) of the future, against a deranged being who is destroying the world. So far, we've only seen the canyon passes of the game, and they're already looking something gorgeous.

▼ *Warhawk*: your ship looks just like the one in *Aliens*. Exactly. Well, sort of nearly, almost.



Razorwing

▼ *Razorwing*: We reckon there's going to be a glut of 3D shooters.



You're in the future and you're in space, that much seems to be important. You get to choose one of three armoured hover tanks which you drive over four 3D worlds. It's supposed to have much more of a strategic element than most blasters.

▼ *Virus*: every game has the potential for looking like this, but will it have the gameplay to back it up?



Virus

A first-person arcade-style shoot-em-up that takes place in your usual high tech (yawn) and... yes, heavily armed, futuristic battle cruiser. This game is based on the coin-op version which is due for release in the States in early Autumn.

ESPN Extreme Games

This is basically a dangerous sports game. You compete against other players on roller blades, mountain bikes, skateboards and even a street luge.

► *Extreme Games*: race in six different cities around the world in the top two-player mode.



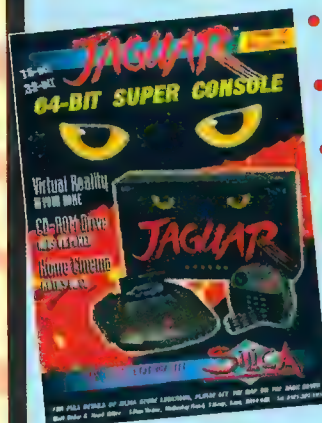
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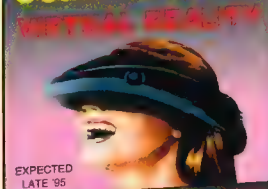
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Which computer(s), if any, do you own?

E3 Blimey! Where did all those Saturn games come from?



America, actually. Here's a brief outline of the Saturn's American line-up, games which are certain to be visiting these shores in six months' time.



▲ *Worldwide Soccer: Victory Goal* in drag. There's no fooling us at Ultimate.



▲ Nah, you want a bit more angle on that, son. Or why not try chippin' it?

Worldwide Soccer

Cunningly disguised? We think not. *Worldwide Soccer* is none other than *Victory Goal* (VFG5, 71%), but it's now in English with a load of top international teams to choose from. It looks stunning (well, almost),

but certainly doesn't play quite as fluidly as you'd imagine. Sega were thinking of changing the gameplay for US and European release, but at first look it would seem the changes have only been pretty superficial.

NBA Action

▼ *NBA Action*: motion capture seems to be flavour of the year, erm, this year.

More action from Sega Sports to satisfy the enormous needs of the American gamers. Real teams and real players, and a choice of 19 different camera viewpoints. Incredibly, 10 players can join in the fun if you have the multi-adaptor.



▲ *Virtua Cop*: A gun is a must for this game - it's on its way.

Virtua Cop



The arcade hit could well slam into your home soon. With all the great graphics, rumour has it that this version is arcade perfect. If you haven't seen this, it's a first-person shooter where you get a big pink gun in your hands.

Grand Slam Baseball



Now baseball has always escaped us a bit, but that's not to say that there's obviously demand for a spot of American rounders. This features very realistic views.

◀ *Grand Slam*: Features all 28 teams of the Major League, as well as all the real players.

PrimeTime NFL Football

As part of the Sega Sports label, *PrimeTime NFL* will undoubtedly do very well State-side, but games like *Madden* have also gone down a treat over here.

▶ *NFL*: The perspectives really do make you feel like you're thrust into the thick of it.



Ghen War

Very much in the style of *Blade Force*, you kit yourself up with some brilliant hypersuit that enables you to travel at distressingly high speeds, protects you from enemy fire and hands you firepower when you require it. Then you pick on a passing alien and shoot the bugga dead. Easy. Seven levels of chaos in a 360-degree world.



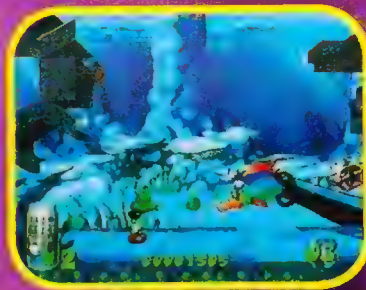
▲ Ghen: Hilarious with tread creatures and other ugly monstrosities to reduce to piles of shredded beef

And that's not all...



▲ *BUG!*: a platform romp with added 3Dness, which you can't get enough of

The line-up would not be complete without *BUG!* - a 3D platformer with a cutesy character which reminds us all why Sega are here. There's also *Black Fire* - a very fast 3D chopper



▲ Each character is lovingly rendered and handles very well, by all accounts

blaster which gives you access to real heavy artillery, and *Free Runner* - a strange Internet hacking tale which takes you into the depths of an electronic graphic adventure.

Killer Instinct on the SNES

Can you believe it? The SNES will be the first home console with *Killer Instinct*. By some miracle, Rare have managed to squeeze it onto the 16-bit machine before the launch of the Ultra 64, and crazily enough they've also managed to compress it onto the Game Boy!

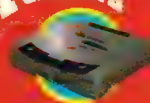


"HOORAH!
AFTER 81 YEARS OUR
DREAM'S FINALLY
COME TRUE!"

"YES, WHO'D HAVE
THOUGHT IT - A FOOTBALL
MAGAZINE ACTUALLY
WORTH READING?"



YES, IT'S
"TOTAL FOOTBALL"
ALIVE AND KICKING THIS AUGUST...



Ultimate UPDATE

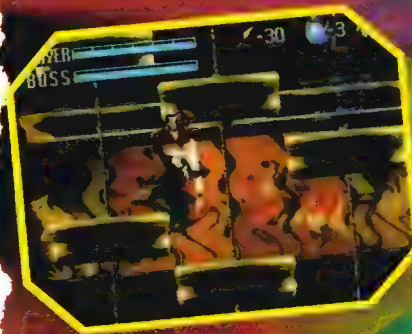
Free videos, over here!

We just can't stop giving things away. To celebrate the release of several *Baywatch* episodes on video and classics like *Lethal Weapon* and *American Kick Boxer*, we've teamed up with Clear Vision Videos to give away a couple of copies of *Lethal Weapon* and *American Kick Boxer* to whoever can send us the best *Baywatch*-style picture postcard. Entries to: *Lethal Kick Boxer*, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

Shiny Entertainment

those geniuses behind *Earthworm Jim*, have signed up an exclusive deal with Activision to develop an action engine for the super consoles (Saturn, PSX and Ultra 64). On top of this earth-shattering news, Activision have also signed up the rights to convert *Earthworm Jim* for the Windows 95 operating system. This follows a number of other big console games moving PC-wards – *Ridge Racer*

Ninja magic is on its way in *Legend of*



▼ The game's atmosphere is brooding to say the least. Or the most.



◀ Squiggly backgrounds make your eyes go squiffy, they do.

Sega have at last tweaked their 16-bit platform beat-em-up for the Saturn release. *Shinobi* was planned for release in Japan last December, but six months later seems soon enough for **Sega**.

This time round Sho, the ninja expert, will travel the world in a new distinctive red and white frock. You'll have all the fighting moves from the Mega Drive version plus the added extra of more

▼ That's the thing about normal ninjas – you can't actually see 'em very well.



character mobility giving you 20 different techniques.

There are nine stages to somersault your way through – each with beautifully scrolling backgrounds (but no 3D

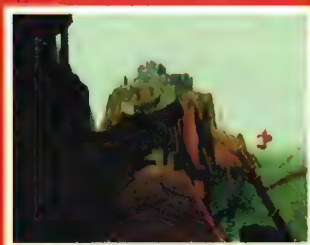
...TRUE LINES... BBC2 are about to broadcast the second series of *The Net* – the only programme dedicated to computers and on-line

being the one everybody's been jabbering madly about. See our PC feature (Issue 7, page 58) for more information on PC-console transitions

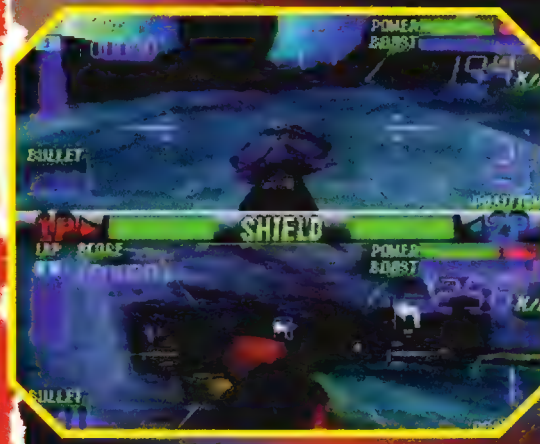


Myst 2

has just been signed up for release by Marubeni early next year. The sequel to the popular adventure will be released for the Saturn and PlayStation.

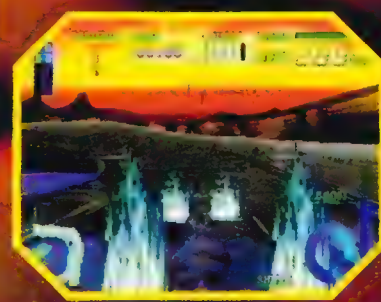


Rockin' around the *Gran*



▶▶ The design of *Alien 3* and *Blade Runner* was involved with the original *Cyber Race*.

◀ The ground and wall mapping is noticeably better than other 3D racing games.



This has been adapted from the famous PC CD ROM game *Cyber Race* and before any smart arse asks (try saying that quickly), it has absolutely nothing to do with chasing your gran round the Christmas tree. No, no, no. With knobs on.

the new Shinobi

► 32-bit games don't all have to feature gouraud-shaded 3D bosses.

polygons or *Virtua*-style cameras). We have heard there have been problems with the animation, but the scenery is lovely. We know that isn't a guarantee of a good game, any more, though.

Machine.....Saturn

Publisher....Sega

Developer...Sega

StylePlatform beaty

Release.....June 1995

Status95% Complete

► Not only do you have to cope with hordes of evil ninjas in an admirable fashion, but you have to jump all over the shop.

◀ The story is explained in short, controlled bursts of grainy FMV.



Super consoles

are finally hitting the high streets, with the 112 stores of Future Zone leading the way. The Atari Jaguar and Neo Geo CD have been on trial for the last few weeks, as well as imported PlayStations and Saturns. This is a new move towards catering for early adopters by Future Zone, and if successful, could force the company into covering a multitude of formats. Which is chipper for all of us.

Virtual reality

is no longer just a dream for Jaguar owners – the headset (cunningly named the Jaguar VR) has finally been shown off at E3 in Los Angeles. The add-on unit, which was jointly developed by Virtuality Group (UK) and Atari, will cost \$250 (about £250). The first game to work with the new headset will be *Missile Command 2000* which is an all action game. The thing is, because it is virtual reality, you interact with every single part of the virtual environment – underwater, overground and in the depths of space. Don't miss the first review in Ultimate Future Games – soon.

e services. Subjects covered include virtual cinema, on-line electronic money and the entertainment industry in the old Eastern block.....

Christmas tree

Chaser

is not about family reunions

You are the pilot of a futuristic aircraft and you speed through several races over different terrains, hovering only inches above the ground. Designed with 3D polygons and texture-mapping deluxe, the landscape blurs away at 500km/h. Now that, is fast.

The fun doesn't stop there. You also have the choice of weapons to wipe out any competitors who might crop up (as they do, like), as well as a split-screen mode for some top two-player titillation.

There are power-ups to pick up, giving you speed boosts and extra weapons. You also have the option of three different viewpoints. We'll be bringing you the review very soon.

Machine.....Saturn

Publisher....Sega

Developer...Sega

StyleRacing blast fest

Release.....Late 1995

Status90% Complete



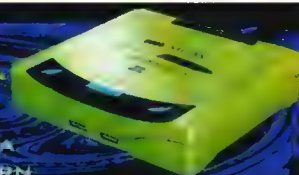
Nintendo

have gone hotline mad having just launched their brand new Direct Answer Information System (DAISY). The amazing thing is actually the way the whole process works. The system carries cheats, tips and instructions to over 1500 games. All the gamesplayer has to do is call the hotline and ask their question. One of nine Hotliners will then jump into action. They have access to a terminal which in turn, gives them all the information they need to help the player through the difficult patch. So, if you're stuck on a game for your Nintendo system, why not give it a try – call 01703 652222. Oh, and don't ask them about Ultra 64 though, eh?

Let's face facts.



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| <input type="checkbox"/> RIDGE RACER - £79.99 | <input type="checkbox"/> PANZER DRAGON - £64.99 |
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| <input type="checkbox"/> STARBLADE ALPHA - £79.99 | <input type="checkbox"/> IF THE ITEM YOU DESIRE IS |
| <input type="checkbox"/> MOTOR TOON G.P. - £79.99 | NOT LISTED HERE, CALL US. |

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Cheating just for kicks

After having exclusively revealed last month that Dattel were working on the Action Replay card for the PlayStation, we can now tell you exactly what's on it.

The very first volume, which has just been released in the shops, will help you with the following games: *King's Field* (activates all weapons and gives you more energy), *Fantastic Pinball* (unlimited chances), *Tokken* (allows you to select the nine extra characters), *Crime Crackers* (boosts your money, gives you all the keys and weapons,

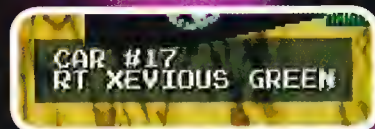
amongst other things), *Original Parodius* (99 lives and a level select), *Ultimate Parodius* (256 lives), *Killeak The Blood* (unlimited energy and access to all weapons), *Ridge Racer* (extra cars including the black car), *Jumping Flash* (select any world and a bonus high jump) and *Ridge Racer* again (super speed, and combined extras on cars and tracks).



Not bad, eh? And that's not everything.

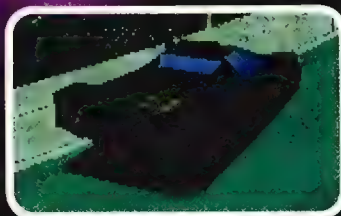
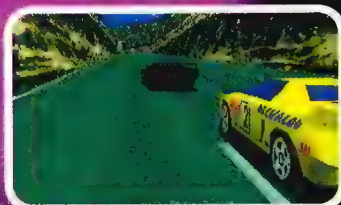
Strong rumour has it that Dattel are now working solidly on a converter to enable you to play Japanese and American games on a European PlayStation and vice versa. On top of that, they are also planning a second volume of Action Replay cheats for September, just in time for the launch of the European machine.

Look at what this little sucker can do...



◀ Yes, all these cars and more can now be yours, without having to beat the stupidly fast black #13 car in that final Time Trial stage.

► There are currently three entries for *Ridge Racer* on the Action Replay. They can be accessed by simply going to the records screen and then choosing the 'Load' option (as if you were loading a saved time).



The Ultimate Net sites

The Internet is just great. More and more of you are starting to surf, and we often bump into each other on the Information Super Route. Thing. Every month we spend hours finding the best sites (see feature, page 62). The team's chosen are:

1. The Skinny Puppy page

<http://american.recordings.com/cgi-bin/ubl?card+1166>

For reasons only known by himself, our Dep Ed Marcus spends hours looking at the page dedicated to his fave band. If any of you have heard of them, you could always write in.

2. Fuse '94 Conference

<http://www.worldserver.pipex.com/fuse94/>

A one-off site dedicated to all the creatives who work on a typographical multi-media disc for arty types. Obviously, Brad (Dep Art Ed) is into this one.

3. One Hour Footy Results

http://metro.turnpike.net/meggie/results_premiership.html

Our Editor's favourite – football crazy, football mad is he. This is a top site if you're really into footy and need to find out the results just one hour after games have finished.

4. Cinema Sites

http://www.webcom.com/~davidaug/Movie_Sites.html

Lam is an artist (ahem) and as such spends most of his time doing nothing but looking at arty things, like the cinema sites.

5. Gadget Guru

<http://www.netcreations.com/gadget/index2.htm>

Kamar spends his life finding out about the latest gizmos, then spends his pay on buying 'em all.

Trailers

3D0

Ultimate

...TRUE LINES... Sony Computer Entertainment have ceased developing for any other machine (some PC CD ROM is still being developed by

SNK On Tour

Savage Reign, yet another beat-em-up for the Neo Geo, was launched during Japan's *SNK Live Tour '95*. The tour also saw the release of Sunsoft's latest game for the Neo Geo system *Galaxy Fight*, while *Double Dragon* the movie was being played all the time.

SNK fans gathered for a grand finale in the Tokyo Dome for some serious *Fatal Fury 3* romping with loads of goodies, with all proceeds going to the Kobe earthquake victims' fund.



▲ SNK fanatics getting together for a bit of cross-dressing action.

Toys for free



Look at those little *Street Fighter 2* characters on page 26, we have a set to give away (along with *Pretty Sailor Moon* figures) to whoever sends us the strangest Japanese-style postcard or picture. Entries to: Pretty Sailor Compo, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.



Japanese Top Five

- 1 Tekken Namco
- 2 Daytona USA Sega
- 3 Chrono Trigger Squaresoft
- 4 Starblade Alpha Namco
- 5 Super Formation Soccer 95 Human



◀ Match the faces in the grid as fast as humanly possible. Good luck.



◀ That's you down there. You dance and dance until your number's up.



▲ This is how two players choose which puzzle to play.



▲ Choose who you want to be from a colourful bunch of characters.



Zhadi

Can interactive gameshows actually be any fun whatsoever? Well, Studio 3D0 are in the process of proving that they **bloody well can**. The initial concept is based on you scanning through **65,000** (count 'em) channels while you're staying in a **tiny country**

called **Bizernia**. You eventually **stumble across** the **All New People's Gameshow**, and you are invited to play.

So far, so good. The gameshow features **real life** video characters along with over **2,000 interactive challenges** and a very impressive soundtrack. The mix of enhanced video images (streaming off the CD) and colourful and zany backgrounds works brilliantly in this game, and creates the **right atmosphere**. The down side looks like you **can't** play this by yourself, but at least it promotes playing this type of game with one, two or three more people. We like **multi-players**, they're good.

On top of the fact that the puzzles get more **difficult** as you



▲ This jacket reminds us of something Jonathan Ross used to wear. Anyway, this guy's your host

their Sony Imagesoft division)...TRUE LINES...



◀ Here you choose which specific type of puzzle you want to tickle your brain with. Sounds, shapes, faces or words... The choice is yours.

► Welcome to the Republic of Zhadnost. Here your mind will be tested until the very cells within it start melting.



host

The People's Party



get better at them, the whole game has a 'completely dribbling mad bonkers' side to it which will make you laugh at first. A review'll be along soon.



◀ You can play with up to three other people. Great party.

▲ Match colours, kind and numbers as quickly as you possibly can.

▼ This is one of those big slidey jigsaw puzzles. Great stuff.



Machine.....3DO

Publisher....Studio 3DO

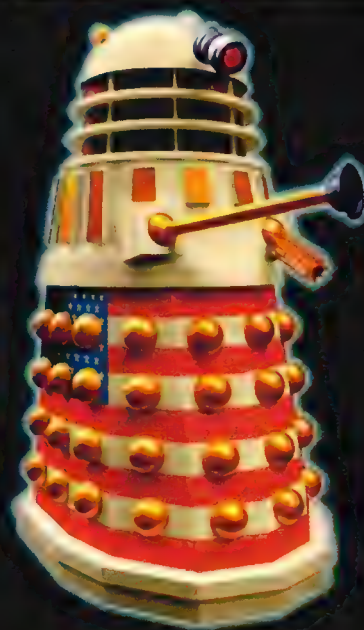
Developer...In house

StyleGameshow

Release.....Summer 1995

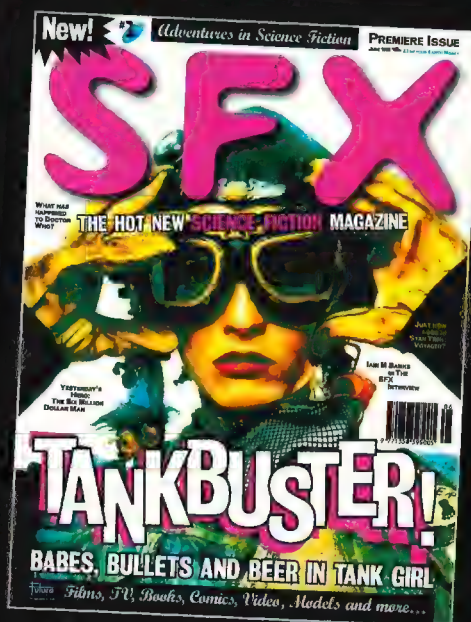
Status93% Complete

RESISTANCE IS USELESS!



HAS DOCTOR WHO GOT A FUTURE?

FIND OUT IN ISSUE 1 OF SFX, THE SCIENCE FICTION MAGAZINE



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...TRUE LINES... Rumour has it that imported PSXs are outselling Saturns an amazing 3:1 in certain areas. But that would be awfully difficult.



▶▶ There are numerous richly designed areas from a red desert to an industrial zone. Crystal Maze, eh?



▼ It's just like *Toshinden* and everything, but let's hope the gameplay's more intense!



▲ A bonus level's still being worked into the code.

▶ Each character unsurprisingly - has a spine shattering assortment of moves.



Well thrash
me silly if

Zero Divide

ain't another beaty...



There's no **doubting** this game's similarity to 16-bit and 3D0 smooth-moving beat fest *Ballz*, and maybe there's a

passing resemblance to *Rise of the Robots* (thank Jaysus it's only in the hot robot-on-robot action **sense**, though). But can we take yet another **gorgeous-looking**

PlayStation beat-em-up?

We reckon we can, if its playability is as **silky** as industry insiders reckon. The

gameplay borrows heavily from *Street Fighter 2* (always a good starting point for a beat-em-up), and it combines this with some slick **viewpoint** shifting (rather like that seen in *Toshinden*).

For such an accessible style of game, the **story** is strangely complex. Set in the near future, where the **Internet** is being accessed by everyone, an **accident** happens and the Giga Bit network's huge **data bank** - XTAL tower - becomes open to anyone with the secret **address** code. Someone **steals** a 100 Giga-bit unit's worth of data from many **governments** around

the world. The **technique** used is **highly specialised**, and it's learned that the offence **program** which the **hacker** uses is running by itself. Cue each **country** sending in an **android** representative to access the tower and **program**. **Play**.

Machine.....PlayStation

Publisher....TBA

Developer...Zoom

StyleAndroid smacker

Release.....Autumn '95

Status60% Complete

▲ The programmers promise to address the slack response time that was evident when *Zero Divide* was shown to the press.



◀ *Godzilla vs. Mothra*. This titanic battle is soon joined by Battra. Mothra's ancient enemy. It's a remake of the 1964 classic *Godzilla vs. The Thing*.

There's going to be no shortage of Japotaime at your local video cassette emporium this Summer. Pioneer and Manga are making sure there's a top variety of titles for your goggle box...



Pioneer

As well as the conclusion to their eco-flavoured *Green Legend Ran* series, the second part the *Kishin Heidan* series has also just been made available. If you've yet to get into the cool alternative earth pre-WWII series, we've got 10 copies of Volume One to give away, as well as 10 *Kishin Heidan* caps. To win one, just tell us which robot was after Arnie during *Terminator 2*. Answers to: *Kishin Comp*, Ultimate Future Games, 30 Monmouth Street, Bath, Avon BA1 2BW.



Manga

To complement *Patlabor* and *Megazone 23* (both out in June) we have the latest *Godzilla* live action movie, *Godzilla vs. Mothra*. A meteor crashes in the sea, awakening *Godzilla*, who in turn causes the egg of *Mothra* to hatch. We've got 10 copies to give away. If you fancy one, simply tell us where *Godzilla* lives. Answers to: *Mothra Comp*, at the above address.



◀ *Kishin Heidan*: Volume Two of the *Kishin Corps* saga contains two half-hour episodes: *Surprise Attack* and *The Battle*.

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PLAYABLE.

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STEVE MERRET MEAN MACHINES

Fever pitch soccer

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INTO DISREPUTE

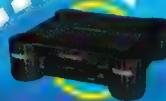
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TRUE LINES... Strong industry rumours indicate that Dutch giants Philips are developing an M2 upgrade cart for the CD-i as we speak.

▲ Focus on this large screen that is the main gaming environment

▲ The game is released looking forward only

▲ The finished game will be longer than the most suggest

Blimey, it's propeller-head *Bladeforce*

where a man gets
the chop

There's this guy, and he's got a **propeller head** (thing) coming out of his **head**. He's you, or if you like, you are he. It's your/his job to **save a city** that has been taken over by a street gang. Yes, it's a **3D shoot-em-up** with bags of flying action.

The **version** we saw still needed quite a lot of work invested in it, but the **depth** and **speed** of the game were immediately obvious. The **MultiPlay** gives the player (you) access to a **weapon pack** (the developers still need to finalise the **new weapon choices**) and requires some of the quickest **responses** yet from all you 3DO players.

The finished game will feature **seven levels** each with four areas

which you need to master, **400,000 polygons** of texture-mapped stuff (with each object being **animated in 3D**).

Machine.....3DO

Publisher....Studio 3DO

Developer...In house

StylePropeller-head flyer

Release.....Summer 1995

Status65% Complete

▲ At the moment, your character looks like one of those guys who always say 'I'm a professional', even *Hamm*...

footy challenge

Want to win a PSX? Well, this could be your chance. US Gold, the people behind SNES footy romp *Fever Pitch*, have organised a nation-wide in-store challenge. Wahey!

The regional heats take place between 12.30pm and 3.00pm on Saturday 3 June at

the HMV stores in Glasgow, Liverpool, Birmingham, Thurrock, Southampton, London (Oxford Street), Brighton, and on Saturday 10 June in Newcastle, Manchester, Leeds, London (Brent Cross Centre), Reading, Trocadero (Picadilly), and Croydon.

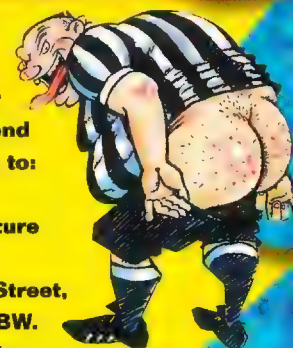
The winners of each heat travel to London on July 1st to play in the final being held at Level One, Oxford Street.

But that's not your only chance to win something, oh no.

US Gold have teamed up with us to give away 'Have you got the balls?' 'Parlez-vous?' and 'US Gold' logo t-shirts to ten Ultimate readers.

So, to clothe yourself this summer, just tell us who's your

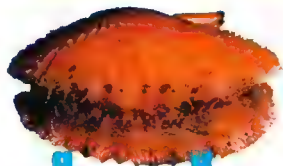
favourite bad boy football star and why. Send your entries to: Ooh! Aah!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW. Oh and all the usual blahdy-blah rules apply. So there.



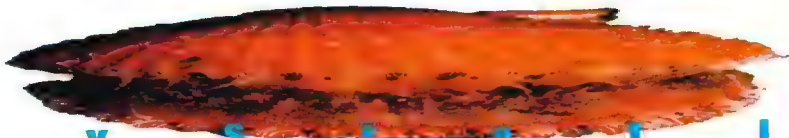
The Console

Barometer

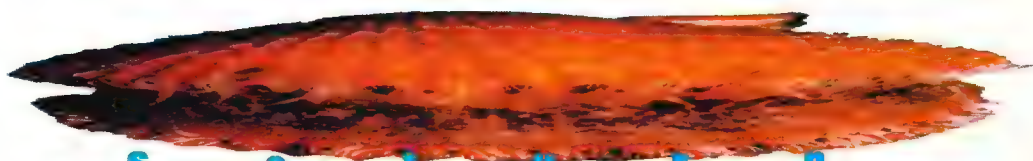
Only a few weeks left before you'll be able to go out and spend your dosh on your eagerly-awaited super console. So, which one is top at the moment? Which one of our New Breed of machines will tickle this month's Console Clam? The console barometer is the only way to get the truth.



1 Sadly, this month the Jaguar is complete pants. The games that are being released are no where near the standard of *Doom* and *AvP*. But, all is not lost - the VR headset has stirred something deep down in our bellies... this and the CD unit could well tickle the creative glands of the developers.
Score: 4/10



1 If games like *Jumping Flash* are starting to come out for the PSX, things are certainly looking even better than before. The announcement of the official launch date in the States has quashed rumours of a delay until Christmas, and that can only be a very good thing. Especially with an official price of \$299.
Score: 8/10



1 Launching the Saturn in the States four months before expected is a huge coup. Will this lead on Sony prove a master stroke though? Platforms like *Asfal* still aren't quite there. But with an official line-up of strong titles, Sega certainly have the edge on the competition this month.
Score: 9/10



4 Yes, it's the first swing on our console barometer for Nintendo's mystery-drenched machine, and it only just scrapes through. Its rating is based on the first unveiling to the trade and media at the recent E3 show - physical proof of the console's existence. But the fact that it's not being released until next January in Japan, and not until April for the UK forces it right down. Oh yes.
Score: 5/10

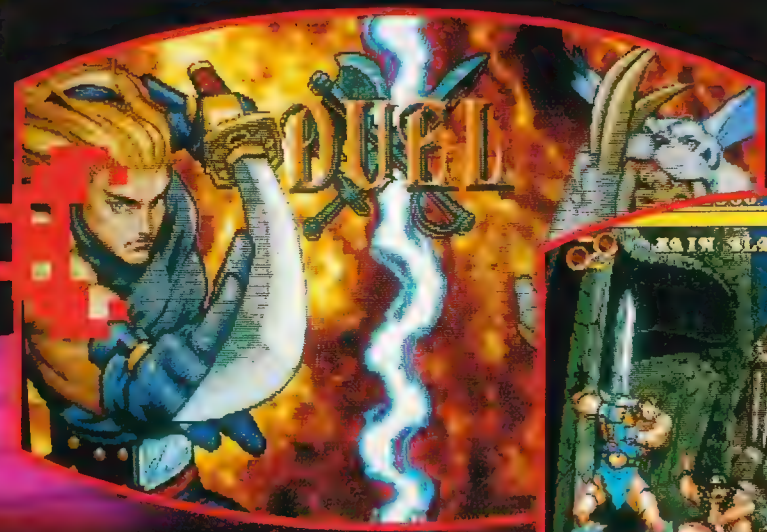


1 It's strongly rumoured that the price will drop to \$299 in the States (and is sure to be mirrored over here). The M2 being revealed to Ultimate (backed up with some spiffing software) also gives it a real boost, but the PlayStation and Saturn battle is still continuing to steal the limelight. It's still continuing to get some top quality games, though. Top.
Score: 7/10

Trailers

Arcade

120405
345589
756456
874467
255468



▼ *Golden Axe: the Duel* has just hit Japanese arcades as we go to press. It'll take 3-4 months to reach the UK.



▲ *Duel on* and all that. It's a straight one-on-one 2D beat-em-up - can it stand out from the rest?

A ground-breaking slap Golden

Land not

Ooh, we've been waiting for this beat-em-up title for ages, and at last it has stormed into Japanese arcade-goers' attention.

It has been developed by Sega's AM1 R&D department, who were responsible for all the previous entries in the *Golden Axe* arcade series. So it's no surprise that almost identical characters have made their way to this revamped version - the aggressive dwarf, the hefty barbarian, the proud amazons. And yep, the action still takes

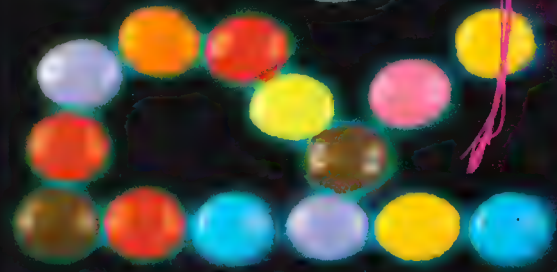
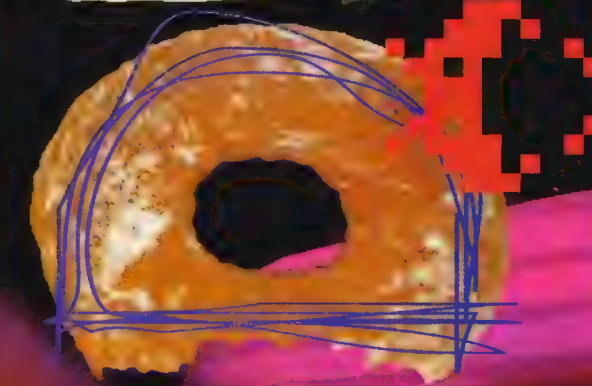


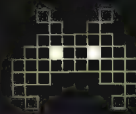
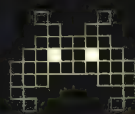
▲ This shows Sega's commitment to traditional 2D sprite-based games, in these heady days of texture-mapped polygonal tomfoolery.



◀ There are certainly more than enough characters to choose from.

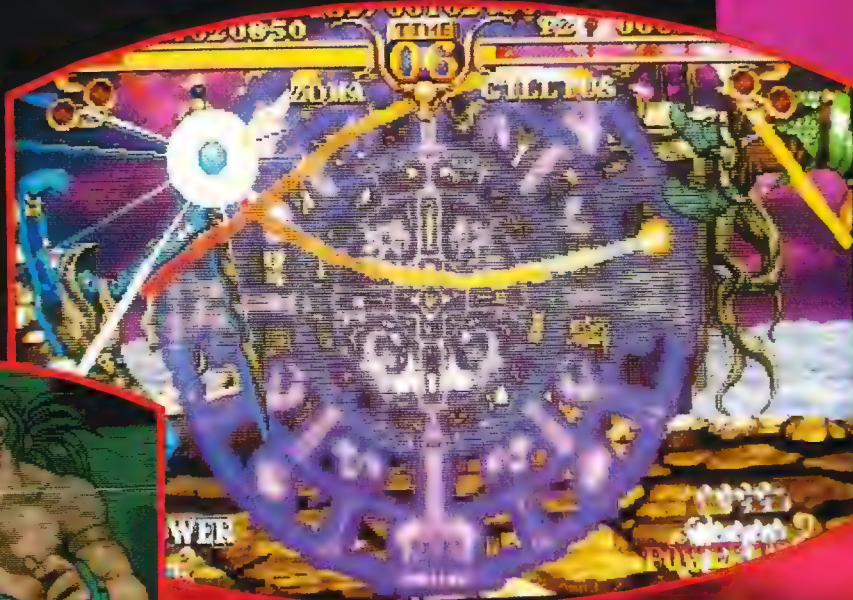
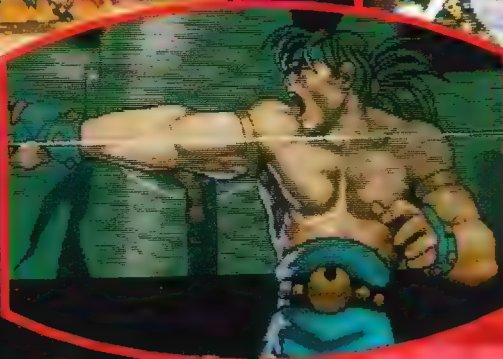
▶ I fancy that's a bit of slick scaling going on over there. Not bloody bad.





▲ It'll certainly be able to compete with other home 32-bit games.

► Too many naked torsos can spoil a game, it has been said.



▲ Special move and a half. Are you getting bored of special moves yet? Are you? Well ARE YOU? Nah, neither are we.

em-down?

Axe: the Duel

a chopper gag in sight!

place in a **fantasy world** peppered with heroes.

There's not really any surprise in the **gameplay department** either: after having chosen a fighter you're **thrust** into the heat of a **duel**, with **weapon**, feet and fists **forming** the meaty bits of your **attack** (all are backed up with special moves - **no surprise**).

And **blimey**, it looks unshockingly **slinky** too, with **colourful backgrounds**, fluid animation and attractive **sprites**. So, you might say it has all the **hallmarks** of a **classic**... and that's maybe where it **comes a cropper**. There's nothing really in there to **distinguish** it radically from the rest of the 'classic' crowd, such as **Kaiser Knuckle** and the

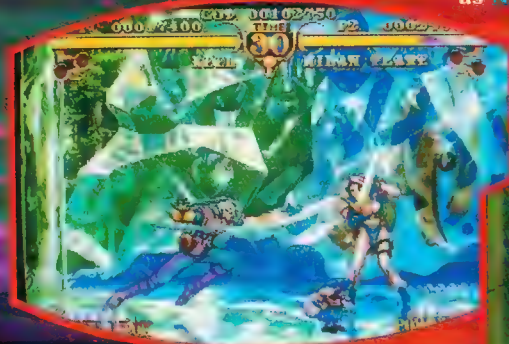
like. **But**, and this is where our **enthusiasm** really starts to get working, the fact that it is on an **ST-V board** means that it'll allow Sega to release the game on **two different platforms**, and on the Saturn it is certain to be a big **hit**, due to its closeness to the arcade version.

The ST-V board **price** contrasts favourably with the **expensive Model 2 board** (the kind used for **Sega International Rally**). It also allows Sega to compete with the **System 11 board** (which Namco used for **Tekken**). **Golden Axe: the Duel** is a fine demonstration for the ST-V's **sprite capabilities**, and according to Sega Japan,

▼ Weapons are the in thing with ST-V beat-em-ups it would seem.



original games are being developed for the ST-V, with **conversion** to the Saturn taking a mere three months. This is because their **technologies** are **based** around the same chip - the main **differences** between the two are that games are stored on **cartridge** on the ST-V and its RAM is also bigger than the **Saturn's**. As we've been telling you, investing in one of the **super consoles** seems to **ensure that you're truly on the cutting edge of entertainment...**



▲ Ooh, pretty pretty colours. In the backgrounds and on the floors. Let's see some blood now, eh?



▼ A loading screen - possibly the first and last one you'll see in Ultimate.

Bond-age

CAPCOM

475 Oakwood Parkway
Sunnyvale, CA 94086



Toys, gadgets, audio-visual

marvels and up-to-the-minute

technological advancements are

what our generation is about.

Feast on this month's selection.

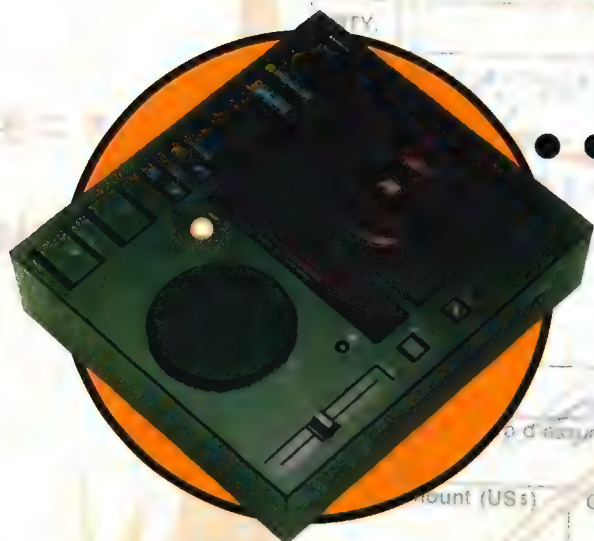
Frank O'Connor

FALL, Future P

Monmouth

Bath, Avon BA1 2L

1990-1991



CD Turntable

Liiiiilazer scra-skra-skra-skra-scratching is no longer a dream for the modern DJ thanks to this new CD turntable. The Pioneer CDJ-500 gives the DJ full control of the CD, enabling him to sample, scratch, loop and mix on CD. Slow it down, speed it up, store into the memory for sampling and continuous mixing. And unsurprisingly, you don't even harm the disc. So, no more lugging around huge turntables and mixing desks for your mobile disco. Could this be the final blow to groovy old vinyl?

Available from Pioneer for £799

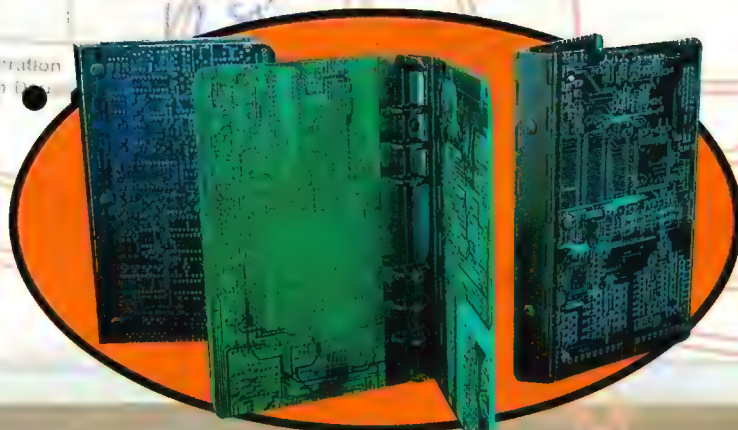
More Info - 01753 789789

Recycled Filofax

The reincarnations of yesterday's gadgetry, including the ZX81, are here in the shape of personal organisers, clipboards and notepads. Recycled circuit boards make up these basic office items, with the etchings and component names still on them. This is your big chance to have ancestors of the Pentium sitting in your back pocket for only £15.

Available from Cutouts

More Info - 0181 567 2847





Timex Watch

Playing Tekken too long and forgot that important lunch date? With the Timex Data Link watch you'll never forget 'things that need doing'. If the information is stored on a PC (using *Microsoft Windows 3.1* or higher) and you have a CRT monitor, placing your watch against the screen transfers the data to your wrist. Crivens. It has an Indigo night light, is water resistant, makes coffee and of course tells you the time. Watch and disk cost around £120, but you might have to fork out a bit more if you want the PC as well.

More Info - 0171 630 8180.

Mugger Buster

Not so much a gadget, more of a serious threat to your attacker's ears. The Mugger Buster has a 120 decibel siren, a strobe and torch. Can also be used for impromptu raves and parties. Write in and tell us what you would do with a Mugger Buster and you could win one. Answers to: Buster!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 8BD.

Available from Maplin Mail Order priced £9.99

More Info - 01702 552911



WIN!



Butt Head

First seen on the Paris catwalks, this head-gear is a must for your summer swimwear collection. (What a load of old guff - Ed.) Just get a mate, strap them on your pates and bung balls at each other - the chicks fall for it, apparently.

Available from leading toy stores priced at around £10

Air Zound

The ultimate accessory for the bicycle boy racer, Air Zound™ from Ison Distribution is your safe bet for accident prevention. It's as loud as a car horn and recharges using compressed air from your bicycle pump, making it environmentally friendly. We'll give one to the person who can tell us how an official BMX race is started. Entries to: Very Loud Horn!, Ultimate Future Games, 30 Monmouth Street, Bath BA1 2BW.

Available from good cycle shops for around £20



WIN!



SF2 models

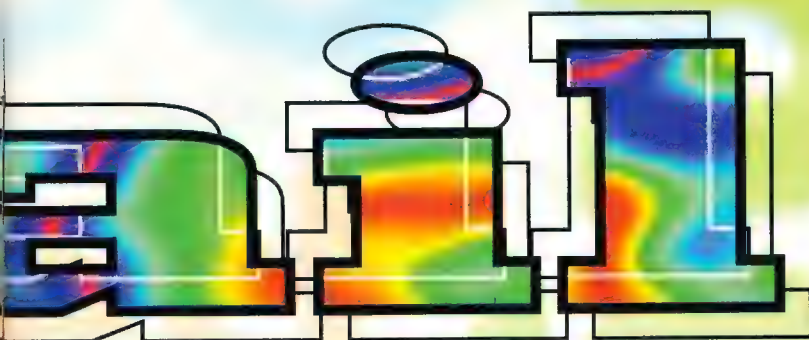
"We are family, I've got Ryu, Ken and Bison with me!" These bonkers cuties are available mail order from Project K, along with all the latest videoculture-related looney tackle hot from Japan.

More Info - 0181 5081328

Still moaning? You tedious get!!!

Hello
 how are you?
 I am fine thanks for
 asking. We have to be
 insane in the membrane
 EEEE insane in the
 brain!!!
 Joseph Cameron
 Milnathort
 Scotland

other white noise



Suck 'em and see

John Bennet, you're a dork. Two good games for the Jag? Tell me which two you mean out of *Cannon Fodder*, *Flashback*, *Doom*, *Iron Soldier*, *Alien vs Predator*, *Syndicate*, *Tempest 2000*, *Brutal Sports Football*, *Theme Park* and *Sensi*. Let's face it, Atari only have the biggest game company, Virgin, some small name Japanese firm called Sega, and a bunch of blokes called EA to support them. The games? Well, in the line-up are a couple of rather good games actually, unless you've never heard of *Virtua Fighter*, *Daytona*, *MK3*, *FIFA* or *Need for Speed*. John Bennet, buy some lozenges – it might hurt when you eat your words.
Scott James, Hazelmere

Look at the selection of Jag games you give. They're mostly pretty good. Mostly. But *Tempest 2000* is really the only reason to buy one going by your list. The rest would keep you reasonably happy if you already owned one. The Sega and EA deals have yet to bear physical fruit – titles like *Daytona* are hideously unlikely to appear on your Jag. When are we

likely to see some quality original games? Bloody soon, we hope. **U**

Backache

I am a great fan of your fine publication. However, my collection of your magazine is incomplete. Do you run a back issues service, as I missed Issue 2?
Christian Dühn, Brislington, Bristol

We do indeed, and you'll find it nestling somewhere between pages 64 and 66. **U**

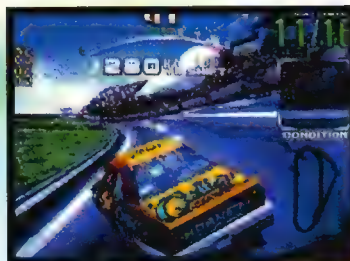
Import dilemma

Please can you help me – I intend buying a PSX or a Saturn, but I don't know which one to get. I want the one that has the most beat-em-ups and driving games but I am also looking for a challenge – *Ridge Racer* is a cinch compared to *Daytona*, but the car is easy to control in *Ridge* and the graphics are much better. The gameplay is better as well, so what should I go for – gameplay or a more difficult game?

I was also wondering if you could help me with the prices of the consoles because some magazines say that it will cost about £300-

400, but others say £600-700 for the official UK model. In some mags they are selling a Japanese version for £600 just for the machine – you have to buy the leads and mains adaptor, which adds up to £80, so you have to pay more than they say it costs to actually play on the damn thing. Please help me, I'm as confused as a rather large confused type of thing.
Gareth Crossfield, Ynys Mon, Gwynedd

Which element do you find essential in a game – playability or difficulty? Every serious gamesplayer would have to subscribe to the former element. But hey, *Daytona* isn't entirely unplayable. As for prices, according to our sources, the PlayStation is likely to role in for £299, while the Saturn will retail around £399. And yes, import



▲ *Daytona USA*: does playability have to be sacrificed for difficulty?

E-Mail things

We're not your average videogame mag and feel that the cheats and tips you'll find sunning themselves on our pages are adequate. We're currently interested in using the space to bring you all the information on the games you can expect to be playing within the next six months. U

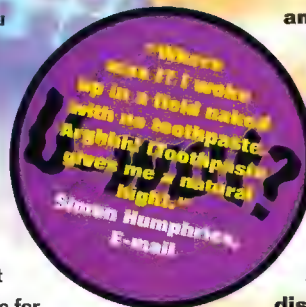
I have read countless articles concerning the Sega Saturn and the Sony PSX. I find that both consoles are super-duper, but I can only afford one of them. Each console has games I longed for. So how do I decide? Or should I just concentrate on my 32X? Anon
Basically you decide by reading our magazine, finding the types of game you enjoy playing and looking at the scores we give them.

machines will always be hideously expensive (remember the leap in US SNES import price as the idea of playing the very latest games became more attractive?). **U**

Fluff off

A few weeks ago, after many months of hard saving, I bought a Sony PSX. After many a long night on *Toh Shin Den* my beloved PSX began to make crazy noises. Upon opening the lid I found that the bottom of my disc was coated in dust and fluff and the 'Station was having a bit of a hard time loading some of the bouts. Have you ever had any problems with disc fluff? And will UK PSX discs be compatible with imported 'Stations?
Jeremy Dakin, Winsford, Cheshire

The only fluff we've had the odd spot of bother with is the blue, belly kind. PSX discs can be treated in the same way as conventional CDs, and a gentle rub in a straight line from the inside to the outside with a soft cloth should get rid of any dust. The UK PSX discs will not be compatible with the Japanese machine, but an Action Replay adaptor is in development for the UK 'Station. **U**



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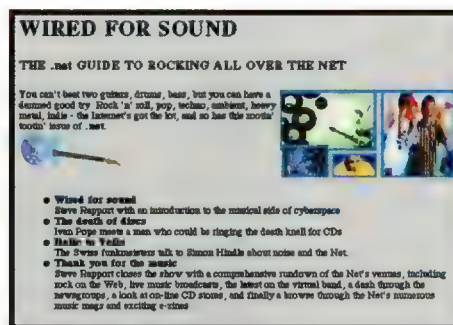
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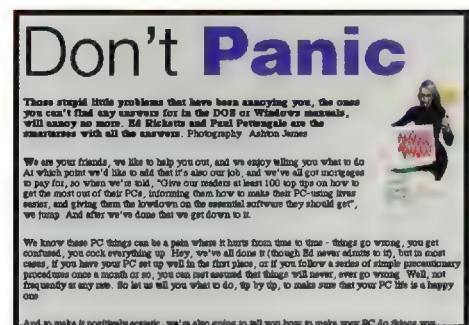
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Ultimate⁺ Section 2

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Nude pictures are everywhere. On CD ROM and the Internet. So, what are you going to do about it, eh?
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CD-Sex

Seedy



"If consenting adults want to watch sex on CD ROM or the Internet, then they have every right to. If it has been classified by the BBFC, then kids can't get hold of it anyway."

**Colin Garrity, Features Editor,
The Sunday Sport**

In one way or another, blokes are always doing their

utmost to get hold of any nude pictures. It's in their

blood. So give them a sniff of sex on the Net or an naturel

action on CD ROM and they'll spend every second and

every penny trying to get hold of it. But is it worth it?

The Joy of Sex was originally published in 1978 and has sold millions worldwide. It is available on CD ROM, but not in a fully interactive form.

"There are already strict laws on obscenity. The DTI and Home Office are aware of what is available and we will take further steps when necessary."
 Andy Towers, Spokesperson,
 Department of Trade
 and Industry

"There is some funny stuff available on CD ROM if you're a bit of a perv. Using the Internet at Uni is great because it doesn't cost, but no one really goes down the Net to see nudey girls - it's easier in the Union bar."
 Bob Sissons, PC user, Preston

If a CD ROM contains images that move, then BBFC will classify the CD like a video. Soft porn CD ROMs are rated 18, making it illegal to buy or sell to anyone under that age.



► *The Joy of Sex*: cold, sexless, insipid tosh... that sells by the bucket-load.



In the deeply digital '90s, sexy old sex has smeared on the slap, discovered the glamour of CD ROM and even hitched a ride on the Information Mega-avenue. Thing. There's more of it around than ever before, but isn't it just all a big commercial con that exploits the instincts of millions of young hot-blooded adult males?

"We have to assure parents that children will not venture down the wrong path when we install the Internet. We are keeping an open mind about problems that might occur. We have had no problems with the misuse of CD ROM and we have a wide selection."

Colin Pearson, IT Teacher,
 Beechen Cliff School

CD ROMs - top totty action or what?

Well, not really. There are a number of CD ROM titty-titles on the shelves, but to be quite honest, you'd be better off spending your dosh on proper gaming action for your console. The thing is, if you've bought into (or are thinking of buying into) the Next Generation, you'll find that what's available is either sexucational (*The Joy of Sex* or *Pleasures of Sex*) or complete piffle (like *Heatwave*). PC CD ROM owners have access to a much wider range of dodgy discs, but the only way to get hold of these is through bizarre mail order companies. And once again, the actual result is a load of low-res, badly scanned-in, expensive filth.



"My kids are always on the PC at home and I've had to learn how to use it because I want to know what they're doing. If kids manage get hold of pornography on the Internet then it's up to the parents to put a stop to it."

Julie Vixter,
Sales Assistant, Newcastle

Digital Dreams is the only British adult magazine with a free 'porn' CD ROM on every cover. You do have to be 18 to buy it though.



fresh-faced young 'uns from that grubby old business, huh?

In fact, the age-rating system can only work if software publishers choose to become members of ELSPA, and, unsurprisingly, the CD ROM sex companies don't tend to see the

myriad benefits of membership, preferring to go it alone with 'anything goes'.

The amusingly named Steve Cheese (of ELSPA) elaborates: "Soft porn is subject to the Obscene Publications Act - and it has to be pretty obscene to fall foul of that. Sex-oriented CD ROMs should be clearly marked as not for sale to

"Soft porn on CD ROM is not that much of a problem because it usually gets classified by the BBFC. The Internet is a whole new ball game and authorities are looking into it."

Ian Muire, Operations Manager, The Video Standards Council

under-18s. But at the moment there aren't really any laws to enforce this. It's just a guideline for retailers."

And there are other loopholes...

"Still images - say, a collection of pornographic pictures collated onto a CD ROM - would be subject to the Obscene Publications Act, which states that the product has to be 'obscene to its intended audience'. And, obviously, as sex CD ROMs are intended for adults, they're highly unlikely to contravene the act

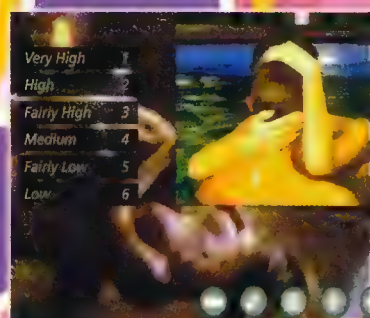
"Moving images, however, are classed as 'video works' and are immediately required to be submitted to the BBFC for certification. Even if the material is very soft, but hasn't been submitted, it's still illegal, and everyone involved in its manufacture, distribution and handling could be subject to fines and prison sentences."

The Law likes an ass

Okay, we accept that these CDs make it into this country, but how do all of the freely available sexy CD ROMs manage to bypass the notorious age-rating system? Very easily. A bit like out of the British Board Of Film Classification (for films), the good people at the European Leisure Software Publisher's Association (ELSPA) devised the rating system as a handy, wipe-clean series of guidelines for over-protective parents of laughably sensitive children. But hey - videogames. You know, they're not REAL, are they? Whereas pornography... Surely we need to take a stand to protect the



⚡ Weigh up the odds - hours of sensory overload with Tekken, or two costly sessions with some pirated Internet



"I am against censorship, but there is a problem on the Net as there is no classification system and young kids can get hold of some very disturbing images."

Chris Ward,
Features Writer, Today

"There's loads of stuff available on the Net if you can be arsed sitting around for ages reading through people's fantasies and have loads of money. It's much cheaper to go to Soho and spend £4 on some dirty pictures."

Karl Foster, Editor, Futurenet

What about the Internet - any filth on there?

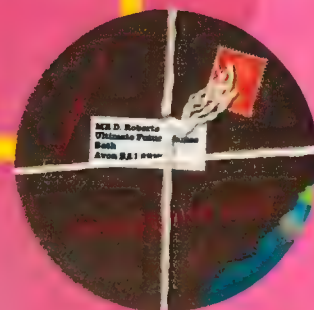
Surfing for rude pictures on the Internet is a frustrating, time-consuming and damned expensive business at the best of times. Once again, the torrid-

blooded drive of desperately getting hold of this stuff makes you forget how much money you are spending for on-line services and the telephone bill. Practically all the sites have become overloaded with 'traffic' and have had to shut down.

What's left is a mess of obscure bulletin boards and patchy newsgroups offering either CD ROM porn for sale or demanding a credit card fee for the privilege of a startled gawp at some studiously unerotic and slightly blurred gynaecology.



Obscene material on CD ROM containing children and animals is prohibited and dealt with under the Obscene Publications Act. With harsh prison penalties and fines.



So, back to drivin' and fightin', then?

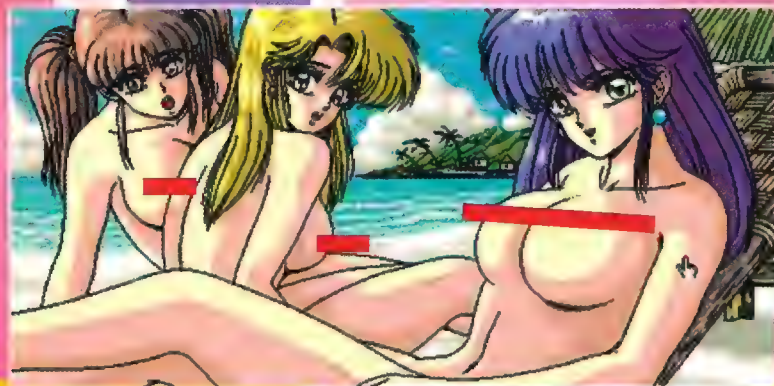
Yes. To be honest, the availability of porn material on CD ROM and the Net has been massively over-hyped - mostly by the tabloids and television, through knee-jerk reporting. The images of hundreds of thousands of deranged adolescents dribbling over child pornography that we're constantly bombarded by, are both insulting and completely fabricated. Yes, there is a small element of this that exists within the computer entertainment business, but no more than in other popular industries, such as magazines and home videos.

Most of you wouldn't mind surfing the Net for a few nudey pictures, let's face it, but when you finally get to them after hours of tramping through endless dubious addresses, there's no doubt that you'll think, "What was all the fuss about?" and, after a quick shower, go back to playing Tekken, Virtua Fighter or Ridge Racer on your super console. And you wouldn't be wrong.

Come on - at least give me some cartoon smut...

To get hold of Anime schoolgirls with their kit off, once again you'll have to travel far. This type of 'porn' is incredibly popular back in Japan, but seems to be an acquired taste here in the UK. In Japan, it's against the law to show any form of genitalia,

forcing the producers of these films to fuzz out the 'bits' or hide them altogether. Take note that actually getting hold of these videos over here is just about impossible, unless you know some speccy collector who travels over to Japan every six months to get hold of 'em.



SO you think you know everything there is about videogames, huh? You fancy yourself as the Stato of the electronic entertainment world? Well, not so fast. If you can answer every single one of these 100 questions, we might have to admit that you are the Ultimate Game Spaz. If you don't... crawl back to whence you came.



True or false

31 The president of Shiny Entertainment and creator of *Earthworm Jim* is Fred Perry.
☐ True or ☐ False?

32 Joypad cables in Japan are half as long as those in Britain.
☐ True or ☐ False?

33 Only a mere 25% of British gamers are female.
☐ True or ☐ False?

People and characters

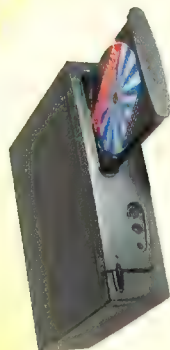
21 Name the man who founded 3DO.

22 Name the main character in the Saturn's platform game *Clockwork Knight*.

23 Who's the president of Atari?

24 Just who the heck is John Madden?

25 Name the Russian who invented *Tetris*.



15 The most technically advanced and commercially disastrous handheld console around.

16 The nationality of Ultimate Future Game's launch editor.

17 The name of Amstrad's famous 8-bit console.

18 The company responsible for *Ultimate Parodious*.

Game Spaz presents

The Ultimate

Prize: Whoever gets the most correct answers wins £250 and a big, shiny trophy declaring their quite remarkable excellence in the Game Spaz department. Your time starts now...

Videogame history

1 What is the most successful videogame of all time?

2 How many copies has it sold to date?

3 In the film *Terminator 2*, which ancient coin-op is John Connor playing when Arnie comes looking for him?

4 Which 1973 thriller starring Charlton Heston was the first film to feature a video arcade?

5 Which videogames giant was founded in the same year as when the telephone was invented?

Quiz

6 What was the first film to feature one of the characters playing with a Game Boy?

7 When was issue one of the Ultimate Future Games on the streets?

8 In what year was Atari founded?

9 When was the Mega Drive released in the UK?

10 Who coded the 1984 classic *Droptone*?

What is it?

11 Apple's soon to be released CD console.

12 Sega's 32X/Mega Drive combo.

13 AT SOILY PANT (Anag - one word).

14 The company that's secured the rights to *Mortal Kombat 3* until '96.



19 Nintendo's soon to be released 32-bit thingy.

20 Most people's opinion of hyped beauty *Rise Of The Robots*.



26 In what game did Mario make his first appearance way back in the early eighties?

27 Who is the owner of MicroSoft?

28 Who is Bradley Merrett?

29 Name the icy fighter in *Killer Instinct*.

30 Who is the central character in platform romp *Flashback*?

34 *Donkey Kong Country* is called *Super Donkey Kong* in Japan.
☐ True or ☐ False?

35 There are twice as many videogames magazines in the U.S. as there are in Britain.
☐ True or ☐ False?

36 Hudson Soft have developed a ten-player version of the classic SNES game *Super Bomberman*.
☐ True or ☐ False?

37 *Night Trap* on the Mega CD was the first game to be withdrawn from sale because of sexual or violent content.
☐ True or ☐ False?

38 The PlayStation started life as an all-in-one SNES and CD drive.
☐ True or ☐ False?

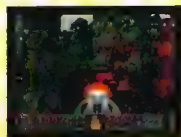
39 Originally, *Mortal Kombat* was going to be a game starring musclemeister Steven Seagal.
☐ True or ☐ False?

40 The most sequelled game of all time is *Mega Man*.
☐ True or ☐ False?



Picture this

A Which version of *Doom* is this?



B Name this top racing game.



C Which version of *Sonic* please?



D Name the footy sim series.



E Name of game and system please.



F Who on earth is this guy?



G Who used this dog in their advertising campaign?



H Whose scratch-like logo is this?



I Who's this polygonal geezer, eh?



J Is this or is this not a fit lass?



Multiple choice

81 What's the name of Namco's twisty controller?

- a) ☐ NegCon
- b) ☐ NamCon
- c) ☐ NorCon

82 How many bits is the CD-i, then?

- a) ☐ 16-bit
- b) ☐ 32-bit
- c) ☐ 64-bit

83 How many buttons does the Jaguar joystick have?

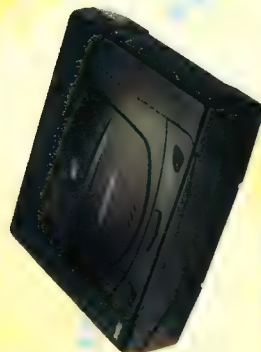
- a) ☐ 15
- b) ☐ 16
- c) ☐ 17

84 The colour of PlayStation CDs is:

- a) ☐ Silver
- b) ☐ Black
- c) ☐ It varies

85 The 3DO, split-screen, race-for-the-flag war game is called...

- a) ☐ Return Via
- b) ☐ Return Fire
- c) ☐ Return my pliers



Miscellaneous

61 What colour will the European Saturn be?

62 How many colours are there in the famous Apple logo?

63 Which company makes the Neo Geo?

64 Who publishes Ultimate Future Games magazine?

Tough cookies

51 How many kilometres of track does *Cruis'n USA* boast?

52 Which Japanese city is home to Konami?

53 What does the word 'Sega' mean in Italy?

54 What is the Atari Catbox, then?

55 Whose first game was the cack 1968 *Computer War* destined for the arcades?

Name the game

41 The beat-em-up featuring a French heroine called Charlotte.

42 The biggest selling 16-bit console game of 1993.

43 'Wow what a start! That's just what I wanted to see!'

44 The 3DO game which displays an advert for the US Army whenever you press the pause button.

45 I GIVE RUTH FART (Anag - 2 words).

46 GONAD RAZOR PEN
(Anag - 2 words).

47 The racer featuring
vehicles called
Penguin and Bolbox.

48 You play a character
called Kaeru Furyuge.

49 TAKE HOOKED BILL
(Anag - 3 words).

50 It has been described
as a cross between
Magic Carpet, *Star Fox*, and
Space Harrier.

56 What's Ultimate
Future Game's
Internet address?

57 Name the first three
games announced for
the Virtual Boy.

58 What or who is *Tama*?

59 On which system does
2D beat-em-up *Ultra
Vortex* appear?

60 For how many miles
does the longest race
in the 3DO's version of *Road
Rash* stretch?

65 Which game's
advertising campaign
stated: '5 different guns,
missiles, super missiles, 2
kinds of bombs and a change
of clothes'?

66 What happens if you
complete the *Galaxian*
intro screen in *Ridge Racer* on
the PlayStation?

67 On which Next Gen
system is *Wacky
Races* set to appear?

68 Complete the
following title: *Trevor
McFur In...*

69 Vinnie Jones
appeared in an
infamous poster campaign for
which console title?

70 Name three of the
characters in *Toh Shin
Den*.

73 What's the height of
the Saturn in mm?

74 How many colours are
found on the Saturn's
palette?

75 How many plain
polygons per second
can the PlayStation display?

76 How many colours
can Atari's Jaguar
console display?

77 Exactly how many
polygons per second
can Nintendo's slinky SFX
chip produce?

78 In Japan which is
cheapest, the
PlayStation or the Saturn?

79 Where was the first
test site for the
arcade game *Pong* in 1972?

80 What is Satellaview?

86 How many missions
does *Dark Forces* on
the PC boast?

- a) ☐ 14
b) ☐ 15
c) ☐ 16

87 The Jaguar's *Mario*
clone is called...

- a) ☐ Raymond
b) ☐ Rainman
c) ☐ Rayman

88 *Crime Crackers*
appears on the...

- a) ☐ PlayStation
b) ☐ Saturn
c) ☐ 3DO

89 The Ultra 64 was
formerly known as...

- a) ☐ Project Reality
b) ☐ Ultra Reality
c) ☐ Pretty Realistic

90 How many characters
are there in *Tekken*?

- a) ☐ 8
b) ☐ 9
c) ☐ 10



What now?

When you've answered all 100 questions (or as many as possible) photocopy or tear them out and send 'em (along with your name, address, telephone number and a passport-size mugshot of yourself - blimey) to: Game Spaz Of The Year, Ultimate Future Games, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Closing date: Friday 30 June 1995.



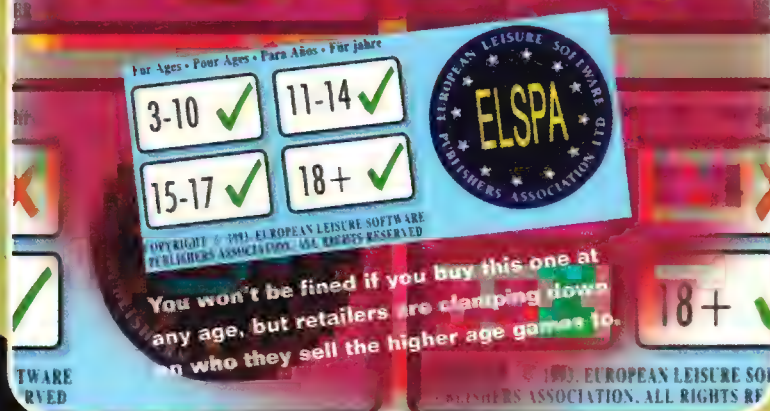
Censored

Offal Watch

We'll be seeing more of this big blue logo now that software houses are all getting to grips with voluntary classification. And perhaps that's the way it should stay - let us know what you think...



Family planning



Censorship of videogames. Are you for or against it? Do you think there should be no boundaries of taste in the games that we play? Here are the facts as they stand - you make up your own mind.



The Next Generation has graphics that'll blow your brains out of your ears, we all know that. But is this very same quality in danger of being dampened by regulators who aren't too keen on realistic blood, guts and sex?

Thanks to ELSPA (European Leisure Software Publishers' Association) and software publishers themselves, games are now given a serious vetting before they are allowed to hit the high streets. The question is, will this be tightened further in preparation of the super consoles' arrival?



ELSPA is a voluntary organisation set up with the help of the VSC (Video Standards Council) to help maintain a high standard in videogames and give software publishers a self-regulation system. ELSPA's ratings aren't legally binding, so it's not illegal to buy an ELSPA 18+ rated game if you're technically too young. It gets confusing when you actually try to buy the games in a shop though, as many major retailers make sure that ELSPA ratings are enforced. Blimey.

Things start to get serious and a bit bloody official when sex/nudey bits or gruesome

violence appears in a game which has Full Motion Video (FMV) sequences. Games like *Voyeur* and reference discs such as *The Joy of Sex* fall under the Video Recordings Act 1984, and both came stamped with the big red 18 from the British Board of Film Classification. *Night Trap* caused a great deal of excitement too for its blood-draining bit and was slapped with a 15 certificate. Virgin launched a grisly ad in the trade press for *Doom 2* featuring a splattering of bloody guts. *Doom 2* now comes with an official 15 rating from the BBFC because it's considered that some of the sequences are of a violent nature. You don't say?

Euro-checks

The VSC watch over ELSPA and make sure that they keep things to a high standard. They have the power of God...



BBFC Legal ratings



Example: *Voyeur* and *The Joy of Sex* were unsurprisingly stamped on.



Example: *Night Trap* and *Doom 2* get 15 ratings slapped on 'em. It looks like *MK2* might follow.



Example: There is currently no videogame with the Parental Guidance rating.

The BBFC is currently processing a legal classification for *MK2*, because the digitised characters seem too realistic - but surely that's the whole point, isn't it?

Not all games are under threat of legal classification though - it currently only applies to 5% of the industry and is usually CD ROM based (primarily because CD ROM can store Full Motion Video). If a game contains FMV then it comes under classification from BBFC like normal VHS videos. As we know, many of the Next Generation consoles have FMV capabilities and this could mean more legal BBFC classification for some games.



Steve Cheese, from ELSPA, is aware of Next Generation capabilities: "ELSPA has 70 members which include Sony, Sega and Nintendo. They are all

in favour of self-regulation and respect that all games, especially Next Generation games, have to be scrutinised before release. No one in the industry wants to see games banned, that's why publishing houses follow our guidelines and have their own in-house vetting system".

Getting hold of an import game is great, especially being way ahead of the mainstream crowd, but there is a slim

chance that it could land you in the slammer. If the game is considered to contain serious head shattering or pervy action it could come under the 1994 Video Recordings Act, which makes it illegal to buy it if it hasn't been classified. If you do buy the game you could face unlimited fines and two years imprisonment.

Publishers of 32-bit games are going to have to be careful. An over indulgence in viscera will see legal classification on their games, reducing possible sales. This could lead to laws being passed on all videogames, with the censors deciding what we can play. Not a good thing, at all.



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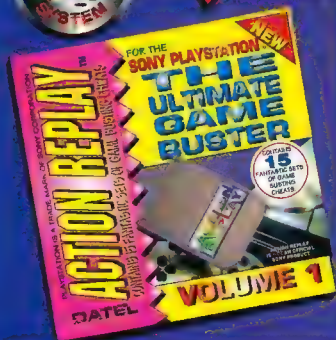
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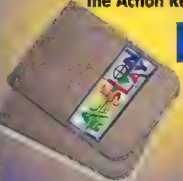
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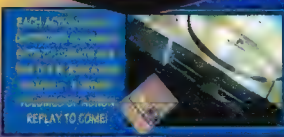
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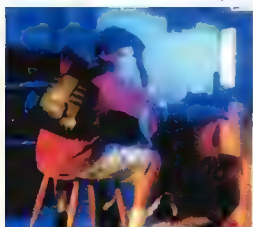
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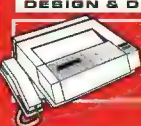
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Battle for Britain

Guardian Technology CD-ROM PlayStation

The super consoles have landed. In this packed 16-page Ultimate Future Games feature, find out exclusively how the Next Gen is being received in the UK, what games are being developed and produced in Blighty and how our machines will differ to the ones launched in Japan and the US. This is the Ultimate guide to the Next Generation.

32-Brits

It's true. The UK is getting involved in the new wave of videogaming in a BIG way.

Many publishers' and developers' doors are still held firmly closed to the prying

eyes of both public and journalists alike – especially those incestuously involved

with Ultra 64 projects. But many are already proudly wedged open – usually with

those sausage dog draught excluders, and rightly so, with companies such as

Pat
Microprose
Argonaut
Grenline
Octo
Sensible
But
Codemaster



Psygnosis and Gremlin proud to show off the titles they're currently working on

(though even here, you'll find that although we see many projects at an early stage,

we're unable to say anything, at least not until projects are beginning to take real

shape). But for this feature we visit the companies we feel you should know all

about, just to find out how they're keeping Britain so totally and utterly bloody Great.

32-Brits

PSYGNOSIS 1

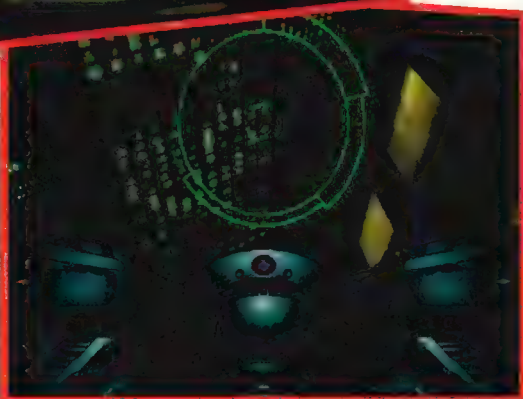
In May 1993, after receiving the Queen's Award for Export Achievement, Psygnosis were taken under the mighty wing of Sony as the flagship of their new European operation. And Sony Psygnosis, as they're now called, are certainly proving to be a very formidable force in UK PSX software publishing.

Currently, most games are being developed for PC CD ROM and PSX alongside each other. *Discworld*, *Lemmings 3D*, *Wipeout*, *Krazy Ivan*, *Myst*, *Novastorm* and *Spawn* (a Europe only release) are all due in September, with *Sentient* (a race against disaster on an orbiting space mining platform) and *Demolish 'em Derby* here by the end of October.

Other titles due include: *Parasite* - a fully rendered 3D William Gibson-esque adventure, *Entropy* - a futuristic 3D world sim, *Elric: The Almon's Mission* - a Michael Moorcock RPG, and *PowerSports Soccer* - with a

huge team database and loads of motion-captured, customisable, players direct from their French office. But that's not all - coming for '96 are *Lemmings Pinball*, *G-Police*, *Alpha Storm*, *Dimension*, *Chronicles of the Sword* and the Euro licence of cyber-flick *Johnny Mnemonic*.

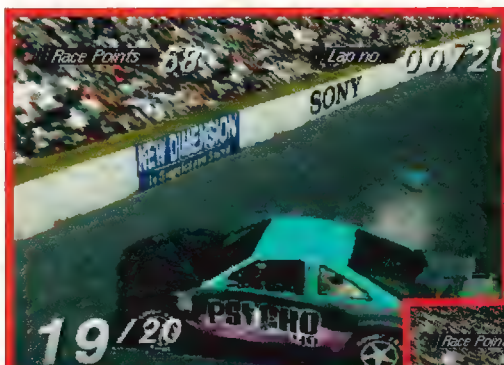
Parasite



G-Police



Wipeout



Demolish 'em Derby



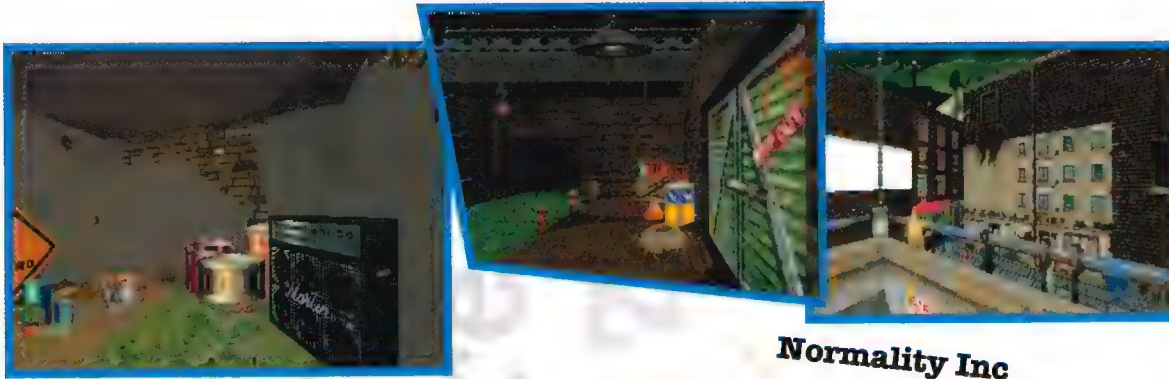
Krazy Ivan



U S GOLD 3

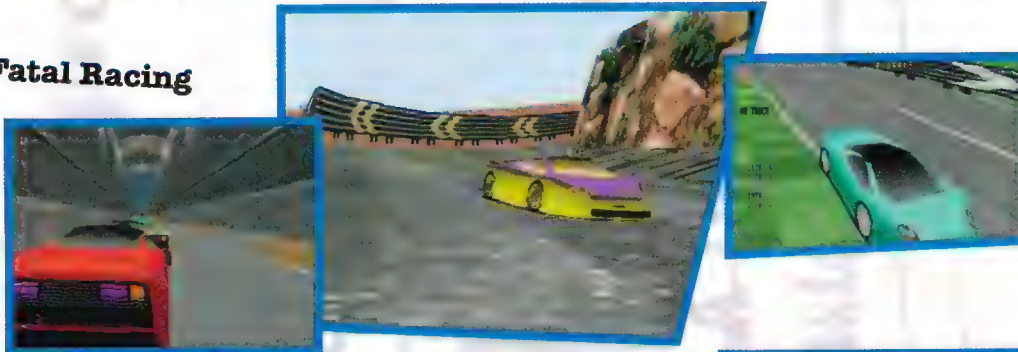
They're involved with several PSX and Saturn titles, and are slimming down their 16-bit output significantly with a view to releasing 32-bit titles by the end of the year.

They're building a big PC CD ROM and Mac base, which obviously lends itself to rapid PSX and Saturn conversions, and they're developing both externally and in-house (through their internal software division Silicon Dreams, based in deepest Oxfordshire and lovely Birmingham).



Normality Inc

Fatal Racing

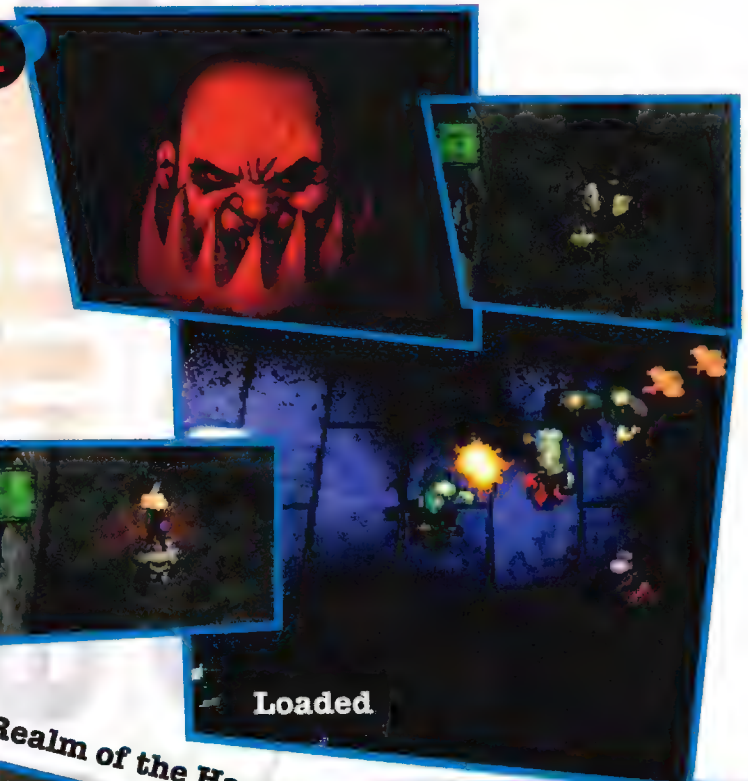


G R E M L I N 2

They've recently had a custom built motion-capture studio installed at their Sheffield HQ and are using it to full effect in their up-coming CD ROM games (as well as hiring it out to advertising companies - watch out for the latest Kit Kat advert!).

Loaded is a Gauntlet-style four-player, top-down 3D shooter, *Actua Soccer*, a PC CD ROM and PSX title, features motion-captured Sheff Utd players, *Fatal Racing*, arriving on the PC CD ROM in three months' time, won't be released on the PSX. If it was to be released though, it'd take about six months to convert it - if the low level stuff is PC specific it tends to take longer.

Tony Crowther (the who coded *Monty Mole* on the C64) took a 3D graphics engine to them, and *ROTH* (HP Lovecraft-influenced) and *Normality Inc* are the results. We'll have more on *Loaded* very soon, though...



Loaded

Realm of the Haunting



K240



PowerSports Soccer



32-Brits

RAGE

4

Powerdrive

We've already seen *Powerdrive Rally*, which they're currently converting to the Jag (to be released from the mighty bowels of Time Warner Interactive), and *World Cup Striker* on the 3DO (to be released by Panasonic).

They were one of the first companies in the UK to receive PSX development kits, but have also declared their support for the Saturn, and are currently working on the same four titles for each system. Again, the ubiquitous *Striker* is coming out on both, but there are some original titles in there, including *Trash It*. This is described by boss-chap Paul Finnegan as a 'strategy-puzzle-arcade game' and features a character called Jack Hammer, whose job it is to destroy nearly everything... or something.

Striker: World Cup Edition

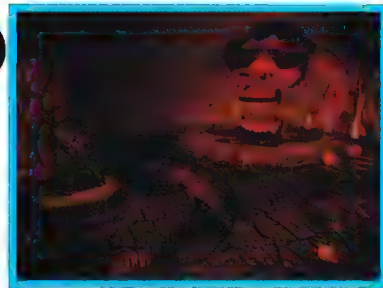


GameTek

5

These are getting heavily involved with PC CD ROM (isn't everybody?), and are showing a healthy interest in 3DO (*Doom*-esque cab fest *Quarantine* is already on the shelves, to be joined by *Hell*, and Scotland's Creative Edge-programmed *Baldies*).

They've been signed up as part of the initial Ultra 64 team, but the developing is likely to happen at their US office. Their PC titles though, are likely to hit the consoles.



Hell

CodeMasters

6

Surprisingly, they're waiting for the market to get really going before they commit themselves. But they are developing for the PlayStation already.

Currently, there are three titles, the first of which isn't set to appear for at least 12 months. Blimey. They're also looking at the Saturn as the next prospective system to develop for. *PlayStation Dizzy? Micro Machines 3?* Whatever they are, we have a feeling that they're going to be gorgeously playable.



Descent



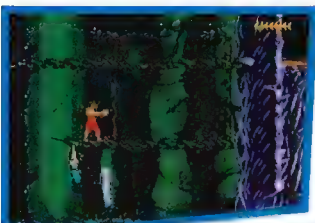
DomAR

7

Their *Flying Knightmares* - a harrier jump jet shoot-em-up sim, complete with Mike Edwards of Jesus Jones fame on the soundtrack - is coming to the 3DO from PC, but they're also actively developing for both Saturn and PlayStation.

The PSX titles include *Maniac Racers* and *Super Tanks* (a spruced-up version of *Tank Commander*). We also think point-and-click space adventure *The Orion Conspiracy* could be released.

Blackhawk



InterPlay

8

They tell us they'll have one or two titles ready for the UK launches of Saturn and PlayStation.

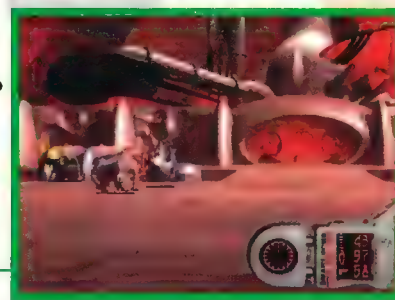
Although working on titles for Saturn, PSX and the 32X, they haven't committed themselves to the Ultra 64 yet. Titles in development include two big film licences *Caspar* (ideal platform fodder there) and *Waterworld*. There'll also be a 32-bit version of hack'n'slash-em-up *Blackhawk*, and we reckon *Descent*, the fabulous *Doom*-beater, will appear at launch.

Argonaut

9

These were the most difficult to drag any information from.

They're nearing completion of bringing their *Creature Shock* to both 3DO and Jag for Virgin, and are certain to be deeply dippily involved with PSX and Saturn development alongside their hefty PC CD ROM output.



Creature Shock



Core 10

We all know about *Scottish Open*, the golf game that's out on PC CD ROM and is steaming as we speak towards the 32X (for July), but a release date for the Saturn and PSX versions has still to be confirmed.

We've also mentioned *Soulstar X* previously - it's also arriving on the 32X during sticky July (Jag CD, Saturn and PSX version to follow).

Shellshock!, a 3D arcade tank game, flings itself at all things PC in August, with

a 32X version the following month and 3DO, Saturn and PSX port-overs a few months after that. A similar pattern occurs with *Thunderhawk 2* (PC in September, 32X October, Saturn and PSX... later) and *Machinehead: Slaughterhouse Earth*, a first-person perspective blaster (although it's not due for the 32X). *Swagman*, a silicon graphics-modelled marvel, slams onto the PC during September - 32-bit versions to follow. They're busy in Derby...

Scottish Open



Thunderhawk 2



Rebellion 12

They're currently feverishly beavering away on a number of Next Gen related projects.

Their core platform, like many other UK developers, remains PC CD ROM, which Jason Kingsley, Big Cheese at Oxford's finest, is confident will be huge this Christmas and into next. But as we know, developing games for PC (especially if you've planned to convert them) is half way to creating PSX and Saturn software, so the PC titles

they're presently involved with could appear on the super consoles six months after they're finished.

Rebellion are working on a number of 'high profile' titles for publishers on PlayStation and Saturn (some due for Christmas, some for next Easter). They're also involved with a single 3DO project and remain actively developing for Atari's Jaguar (we think the sequel to their *Alien versus Predator* can't be too far off).

Syndicate Wars

Bullfrog 15

The company that received the favours of voters at the recent ECTS industry awards (scooping up developer of the year and most original new title with the fab *Magic Carpet*), are currently slaving over sweaty development kits to bring a satisfied skip to the hearts of PlayStation and Saturn owners everywhere.

Magic Carpet is being converted to the PlayStation (and healthy rumours say it's already faster than the Pentium



version). *Syndicate Wars*, the glossy sequel to world-wide hit *Syndicate*, will initially be released on the PSX during Spring '96 (though it could slip to August), to be published by Electronic Arts.

They're also looking to develop titles for the Saturn, with a conversion of *Magic Carpet* likely. *Theme Park* may also get a 32-bit outing thanks to a request from Sega Japan.

Electronic Arts 11

At the moment, all EA's Next Generation development is happening with both in-house and third party developers over the pond in the States.

However, they are continuing to publish the PlayStation and Saturn software currently being developed by Bullfrog...

Sega 13

Sega Europe have recently been recruiting for their in-house development team (Games Designers, Senior Artists, Software Engineers etc.) based in West London.

These creative individuals are sure to be concentrating on both 32X and Saturn secret projects - yonks!

DMA Design 14

The chipper chappies in Dundee will continue to develop on PC CD ROM initially, they tell us, and then port over these Next Gen games to the consoles.

They are currently working on PSX, Saturn and Ultra 64 games and have become part of the Ultra 64 development 'Dream Team'.

TG Games 16

Part of Acclaim, Iguana, through both its US and UK development teams, has been responsible for titles such as *NBA Jam* and *NFL Quarterback Club*.

They are constantly advertising for talented programmer types, and are actively working on Saturn, PSX and Ultra 64 projects.



Alien versus Predator

10

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Rare

17

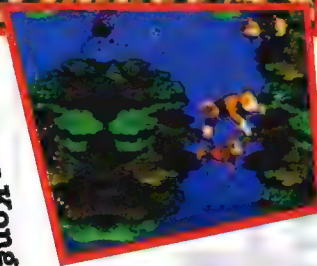
Killer Instinct

As has been widely reported in the press and on television, Nintendo have ploughed millions of dollars into this Silicon graphics studio set in rural zoo-filled Twycross, gaining them a 25% interest in the company to boot. This is a highly significant step - it's the first time Nintendo have invested their Yen in a development team outside the mighty walls of Japan.

Unsurprisingly, this means that Rare cannot work on PSX and Saturn titles, but apart from a *Killer Instinct* conversion to the SNES (and *K12* development for the U64), there are other titles. Perhaps we can expect an even more graphically astounding *Ultra Donkey Kong*, or even a 64-bit version of the Bond licence *Goldeneye*, which will blast its way onto the SNES soon?



Donkey Kong Country



MicroProse

19

Details from the West Country's flight sim fellas are still sketchy, but provisionally they're working on converting their PC hits *Gunship 2000*, *Top Gun* and the sequel to immensely popular *UFO Enemy Unknown*, *X-Com* to the PlayStation for release at the beginning of '96.

Rest assured, they've a whopping great catalogue of PC titles ripe for conversion to the new CD consoles. And they're still adding to it.



Mortal Kombat 3



The Primal Rage team

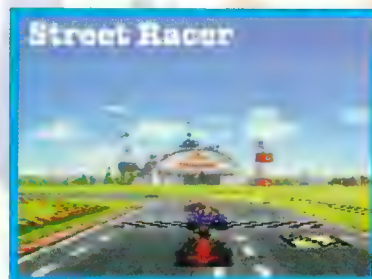
Vivid Image

18

They're currently only developing their SNES and Mega Drive classic *Street Racer* for both the Saturn and PlayStation.

Mev Dinc, programmer extraordinaire, informs Ultimate that he's looking at the Saturn and PSX separately - you'll be able to tell the PSX version from the Saturn version. 'They'll be ultimately the same game with the same playability, but there'll be different techniques used for graphics etc,' he adds. And on

the PSX/Saturn argument adds: 'It's like trying to play rock music on an acoustic guitar. Because you can't do it, you say that an acoustic guitar is crap, when it obviously isn't.' What an analogy.



Millennium

20

Having recently been brought under the marketing wing of Psygnosis, Millennium Interactive will be producing high-end games for PC CD ROM and the PlayStation.

The first titles to see fruition from this partnership will be the PC CD titles *Extractors* (the sequel to *Diggers*), *The Scroll* (an Egyptian graphic adventure), *Deadline* (an SAS strategy/action game - what else?) and *Silverload*, a spooksome graphic adventure.

Silverload (PC CD) hits the home during July, with the PSX version being steered towards Christmas (depending on Sony's approval). *Defcon 5* (a 3D space shoot-em-up) will be Millennium's biggest launch, being ready for the PlayStation around October.

Probe

21

A healthy spread of 'No Comments' mixed with figures formed the answer from *Kombat* kity... I mean city. Damn. But they are converting the arcade hit *Primal Rage* for Time Warner on all the consoles.

They're also actively involved with six PlayStation titles and six Saturn titles (many of which are individual to that format). They were the first company outside of Japan to develop a 32X title (*Mortal Kombat 2*), are bringing *MK3* to the Jag (as well as *Batman Forever* through Acclaim).

They'll continue with PC CD ROM, and as for Ultra 64: No Comment. *MK3* on the PSX? No Comment. But the word from E3 is that it's already arcade perfect...

Ocean

22

Having been working in-house and with third party developers for a surprisingly long time, they're aiming to release titles by the third/fourth quarters of 1995.

Among these will be *Blades of Rage* for the PlayStation (a chopper sim), *Offensive* for both Saturn and PlayStation (some kind of strategy game) and an as yet unnamed tennis

game for both Saturn and PSX, which they're actively searching out a licence for. Digital Illusions are working on a pinball title for both PSX and Saturn, while Team 17 are developing *Worms* for them. Not literally, mind...

MINDscape

23

Just sprouting from PC CD ROM-dom into 3DO territory with *Panzer General* and *Dragon Lore*, they are also actively developing for the PlayStation.

Warhammer Fantasy Battle shows them heading deep into Games Workshop territory once again, with endless battles between scabby Orc-types and that, but in a medieval setting. It's also expected to slash its way

onto the PC some time during the end of '95.

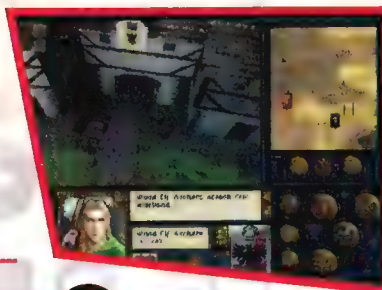
Their other current title in development, *Vmax*, is a 3D racing fest which has a similar atmosphere to *Wipeout* from Psygnosis - oodles of hovercraft zipping through tunnels, etc...

Nintendo of America have also announced that *Monster Dunk* is being exclusively developed for the Ultra 64 by Mindscape. It's 3D two-on-two basketball featuring famous monsters. Not bloody bad.

Vmax



Warhammer



24

Sensible Software

They're actively working on PlayStation titles only at present - and only one pigging title (perhaps a version of *Cannon Fodder 2*?). But they're only working on three games in total at the moment. You know Sensi, though... full of surprises up their tiny, pixellated trousers.

AndRoMeda

25

Working on the tools that allow teams to produce advanced gaming environments, Andromeda Interactive are currently targeting development at the Sony Playstation amongst other systems.

InterActive Studios Ltd

27

Are currently searching for animators and programmers to develop games on the PlayStation, Saturn and PC CD ROM.

Time Warner Interactive

28

TWI have proved their commitment to the emerging formats after creating an in-house Euro development team.

This eleven-strong group of programmers, graphic artists and musicians is located in sunny Manchester.

TWILIGHT

31

The people who brought you *Yogi Bear* and *Wrestlemania*.

Investing in blue screen technology and video capturing equipment to enable them to develop more fully on the 32-bits.

Team 17

26

These guys are already hard at work converting their *Lemmings* flavoured invertebrate puzzler *Worms* to the Saturn, PSX, Jaguar and good old CD-i.

We'll also soon be seeing *Roll Cage*, a racing game which uses a 3D engine (not unlike *Ridge Racer*, *Daytona* and the like, then) but is set in an off-road environment. This'll be released on PSX, Saturn, Jag and PC CD ROM. *Witch Wood* is their *Zelda*-style offering for the PSX, Saturn, Jag, CD-i and

PC CD ROM. *Allegiance* seems the most interesting title though. It's a first-person perspective game, but isn't really like *Doom*. It's set in a contemporary setting, where you flab out the black, padded kit of one US undercover secret agent, whose ultimate aim is to kill a drugs baron. To do this you must complete several sub-missions, like breaking into houses, carrying out assassinations and the like. This is being developed for the PSX, Saturn and Jaguar.

Virgin

29

Most of Virgin's titles are being developed in-house in their US studios.

They're currently immersed in PlayStation, Saturn and 3DO games, and an Ultra 64 title, hmm... The 3DO version of *Creature Shock* will be released in August - thanks to the UK's Argonaut. Bruce Lee karate-fest *Dragon* is being rapidly developed in-house for July, and *Lost Eden*, prehistoric dino-ramble, is being converted for the consoles, across the water by

Cryo in France. Three PSX/Saturn titles are being developed in the UK, and they'll have eight Saturn and 12 PSX titles worldwide by the end of the year. The E3 show sees the debut of *Cool Spot 3* and the basketball game *Hoopz*, both developed in the States, as is a top secret Ultra 64 title (aren't they always). We reckon that Amazing Studio's (a top French developing company) *Heart of Darkness* will appear on at least one of the formats.

Software Creations

30

The sister company of *Rage*, these are working on the sound tools for Ultra 64 game development. They're also developing an Ultra 64 game, which they promise will be a very exciting...

Speccy chat

Sega Saturn

Format

CD (300k/sec)

CPU

2 x Hitachi SH2 RISC-based chips running at 28.6MHz. 2 x 25 Mips

Co-processing

Hitachi SH1, 24-bit DSP, Motorola 68000

Graphics

300,000 texture-mapped polygons/sec. 900,000 flat-shaded polygons/sec. True colour from palette of 16.7 million. Resolution up to 720 x 576

Memory

2Mbit onboard RAM, 1.54Mb VRAM, 540K audio RAM, 540K CD ROM cache

Output

Composite video/stereo as standard

Sound

24-bit. 32 PCM, 8FM channels @ 44.1KHz

Memory: 7Mb DRAM, 512K VRAM

Memory:

Tech

Now, on the eve of the official PSX and Saturn launch, seems the time to clarify the power on paper of all the machines. The only one still semi-cloaked in technical mystery is the U64.

CPU

PowerPC 602 @ 66MHz

Co-processing

Custom ASIC (Application-Specific Integrated Circuit) chip, backed up with up to 10 graphics/audio co-processors

Graphics

700,000 polygons/sec with effects. 1,000,000 plain polygons/sec. Pixel-level gouraud-shading. 640 x 480 and 320 x 240 resolution in 24-bit or 16-bit colour

Memory

32Mbit SDRAM plus NVRAM on base system. 528Mbit/sec bus bandwidth

Sound

DSP running at roughly 66MHz, 2K cache

3DO M2 upgrade



Sony PlayStation

Format:

CD (300k/sec)

CPU:

32-bit RISC architecture
clocked at 33MHz

Graphics:

1,500,000 flat polygons/sec,
360,000 shaded
polygons/sec. True colour
from palette of 16.7million.
Resolution up to 640 x 480

Memory:

2Mb RAM, 1Mb VRAM,
0.5Mb Audio RAM.
132Mb/sec bus bandwidth

Output:

Composite, S-Video, RGB

Sound:

24 channel DSP @ 44.1KHz



Specs



Ultra 64

Format:

Cart (32Mbit EPROM and upwards)

CPU:

Custom 32-bit RISC-based R4200 (reputedly clocked at 105.58MHz),
with 64-bit bus

Co-processing:

Graphics chip clocked at 80MHz. 24-bit DSP clocked at 50MHz

Graphics:

No hard details as yet. 24-bit colour from palette of 16.8 million.
Claimed resolution up to 1027 x 768

Memory:

2Mb RAM plus Rambus DRAM sub-system. 500Mb/sec bandwidth

Output:

Composite, S-Video, HDTV compatible

Sound:

16-bit stereo with 32 PCM channels @ 11.4KHz

Speccy chat



3DO

Format:

CD (300k/sec)

CPU:

ARM60, 32-bit RISC-based chip clocked at 12.5MHz

Co-processing:

2 x 32-bit video co-processors @ 25MHz

Graphics:

640 x 480 resolution interpolated. True colour from palette of 16.7 million

Memory:

3Mb

Sound:

16-bit DSP, stereo PCM @ 44.1KHz

NEC PC FX

Format:

CD (300K/sec)

CPU:

32-bit NEC V810 RISC processor @ 21.5MHz

Co-processing:

Graphics, sprite and 3 x video display co-processors

Graphics:

320 x 240 max resolution.
True colour from palette of 16.7 million

Memory:

2Mb onboard RAM, 1.25Mb VRAM, 256K CD buffer



Neo Geo CD

Format:

CD (150K/sec)

CPU:

16-bit 68000 running at 12MHz

Co-processing:

4MHz Z80

Graphics:

4,096 colours on-screen from palette of 65,536. 320 x 224 resolution

Memory:

7Mb DRAM, 512K VRAM, 64K SRAM

Sound:

13-channel Yamaha 2610 chip



Jaguar

Format

Cartridge with 8 x JPEG compression (CD drive 352K/sec)

CPU

Motorola MC68000

Co-processing

2 x custom 64-bit graphic processors. Blitter GFX chip for Z-buffering etc. Custom graphics processor 27Mips

Graphics

720 x 576 max resolution. True colour from palette of 16.7 million

Memory

16Mb RAM

Sound

DSP with 16-bit DAC

Apple Pippin

Format

CD (Quad speed)

CPU

PowerPC 603 RISC clocked @66MHz

Graphics

640 x 480 resolution. True colour from palette of 6.7 million

Memory

6Mb combined system and video

Output

Composite, S-Video and VGA compatible

Sound

16-bit sampled @ 44.1KHz

Format

CD (170K/sec)

CPU

Motorola 68070 chip running at approximately 15.5MHz

Graphics

384 x 280 - 768 x 560 resolution, varying display modes, true colour from palette of 16.7 million

Memory

1.5Mb. Extra 1Mb onboard DV cart

Sound

ADPCM eight channels

CD-i



I want to know and I want to know NOW!

1. These new machines, how much will they really cost, then?

Let's look at the European Next Gen consoles only. Apart from those already available (Jaguar - £149, 32X - £169, 3DO - £399), the prices of the new machines will only be 'official' a couple of weeks before the launch. Having said that, rumour has it that the PlayStation will come in at £299 (unless the Yen keeps on getting stronger), and the Saturn at £349. There are rumblings that the Ultra 64 will be launched at \$200 (eventually translating to a UK price of £200 - now that is bloody amazing), the rumoured Jag 2 should venture at around £250, and finally, 3DO's M2 upgrade cartridge should be set at around \$200 (£130 approx). Apple's Pippin (first to be released by Bandai, under the name 'Power Player') is targeted at the family as a whole, and should be priced at around \$500 (with a rumoured pound-for-dollar matching in the UK).

WEEK in, week out, our mail bag is swollen with letters asking us the same questions about the European super consoles. Cost, compatibility, launch dates, blah-de-blah... On the web, we get hundreds of e-mails begging us to say which machine is best for beat-em-ups or driving games or even footy sims. So, here come the answers to five of the most Frequently Asked Questions.



Everything you need to know European

2. You've been going on and on about the Next Gen, but when will it actually be here, in the high streets?

Yes, launch dates. All a bit fuzzy, really. Sega are trying to second guess Sony, and vice versa. But as far as we can tell, both the PlayStation and Saturn will be launched in early September. The Ultra 64 is now scheduled for a January '96 launch in Japan, but US and UK gameplayers won't see Ninty's wonder machine until Spring '96. 3DO's M2 upgrade cartridge has been pencilled in for December '95, but once again this will only be in Japan and the US, with the UK version following three months later. Bandai have brought forward the US and Japanese launch date of the Power Player to some time this summer (probably early September), with Europe following a few months later (just before Christmas). As far as Atari's plans go, they have plans to launch the Jaguar version 2 during early 1996, as well as the Atari fans' favourite all-in-one Jag 1 plus Jag CD console.

4. Which bleeding games will be the first to be out on these Next Generation formats?

The PlayStation is going to have too many to list here, but *Ridge Racer*, *Tekken* and *Toshinden* (with the spelling changed for the UK market) are certs. Sega have let us know that *Daytona USA*, *Panzer Dragoon*, *Victory Goal*, *Clockwork Knight* and the most excellent *Virtua Fighter* will be the first to see the light on the Euro-Saturn, but you could also see *BUG!* and *Astal* - Sega platformers - hitting the streets at the same time. We know the Ultra 64's a long way away, but it doesn't harm anyone to know that the first releases certainly include new versions of *Starfox*, *Donkey Kong* and *Mario*, as well as *Cruisin' USA*, *Killer Instinct 2* and *Ultra Doom*. The M2 will be compatible with about 200 games already on 3DO's mark 1 machine, but they're planning to port over at least four arcade games and produce eight to ten original titles for the M2 by Christmas. Apple are talking about 50 titles on launch, with Bandai's own *Power Rangers* set to appear.

5. And how much are these games set to cost over here, then?

Sony have recently hit the headlines because royalties they have been demanding off potential publishers have been

much higher than they initially anticipated. This means the game prices in the UK could well be between the traditional £40 and £45 - almost £10 off the £35 goal which publishers had been aiming for. Japanese and American imported games will be only relatively more expensive because the royalty rates are lower. Sega have yet to make noises about their Saturn pricing policy, but we reckon £45 to £55 is a fair guess. Nintendo's moves to buy in development teams to publish the majority of the Ultra 64 games, means that they will be priced at around the same figure as the current crop of SNES software (maybe just a little bit more). Neither 3DO or Atari have made any moves to change their pricing policy for their machines. Bandai have yet to talk about Power Player game prices, but we reckon they'll match Philips CD-i's (£50 - £70).



about the and imported Next Generation consoles.

3. Will the UK machines be compatible with Japanese and/or American games, and will imported machines be able to cope with UK games, eh?

All hardware manufacturers want to keep the US, Japanese and European markets well and truly separate. That's a fact of life. So you can rest assured that the machines and games from the three markets will not be compatible. Having said that, this was also the case with the SNES and the Mega Drive, but those clever chaps from Datel created the Action Replay carts - neatly plugging in to your console and turning it into an understander of many languages (well, formats anyway).



Ultimate

Future Games

The choice of the Next Generation

You've read about the games, and you now know what we have all suspected for a while - super consoles are, without doubt, bloody great.

And, thanks to British developers and creativity, the future has never seemed so damn electrifying. Follow their progress with us.

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S
O



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4
5
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7
8

3DO's
secret weapon
exposed



Edge: defining the future

Magazine
of the year



Industry awards

Issue **twenty-two** on sale now
at selected newsagents

Bluffer's Guide To... Philips CD-i

A bit new to the advanced gaming scene? Think Next Generation machines are where test-tube babies come from? Well fear not! Prepare to win friends and influence people with these essential CD-i facts for technological beginners...

CD-i? What on earth's that then?

CD-i stands for Compact Disc interactive. It was developed jointly by Philips and Sony during the early eighties with the help of various other electronics firms, including the mighty Matsushita and Microware. In much the same way as 3DO, Philips hoped to create a standard multimedia and informations format for home, education and business use.

Ah yes, the CD-i – I've seen adverts for that on the telly haven't I?

Yep, that's the one. This machine does all sorts of things. You can play games, music, watch movies, view photographs and use multimedia and educational software on it.

So it's a bit of a Jack of all trades, master of none then, eh?

Well it was originally launched as an alternative to video but expanded into the games arena only recently. It's a Jack of all trades, master of some.

Video CDs? Any good or what?

Yep, they're jolly good in fact. The first few releases were a bit ropey but now they're the best value film format on the market. The picture is clearer than VHS and the sound, unsurprisingly is

CD quality. The only drawback is that most movies come on two discs, so you have to partake in a bit of swappage halfway through. There's quite an impressive 'select your favourite chapter' option when loading the CD, and a fast forward/rewind facility which allows you to skip through the film in 'chunks'.

What about games?

While not being in the same league as other Next Gen machines the CD-i does have quite a few top games – and is an excellent platform for graphic adventures (*Burn: Cycle*, *7th Guest* and the impending *11th Hour* are prime cuts of brain-tingling beef).

Although this system isn't really the machine of choice for serious gamers, some of its titles are a real bonus to game fans who want to own all the latest gadgets.

Do they really stand a chance in the face of Sony, Sega, Nintendo and the rest?

Well not purely on the games front, but with the machines myriad abilities it should be with us for a very long time indeed.

So where exactly did Philips pop up from then?

N.V. Philips is a giant electronics company based in Holland. Besides the CD-i they developed the original Compact Disc. Not bloody bad!

What's next for Philips?

Rumour has it that the much sleeker CD-i 2 is on the way. If so, the 3DO and Jaguar CD could possibly have a serious scrap on their pads.

Have they got a Mario or Sonic type figurehead?

Erm, no, but interestingly enough there is a *Mario* game on the CD-i called *Hotel Mario*. There's also a couple of *Zelda* cartoony-adventure type offerings which bear no similarity to the original RPG, and a children's puzzle platformer *The Apprentice*.

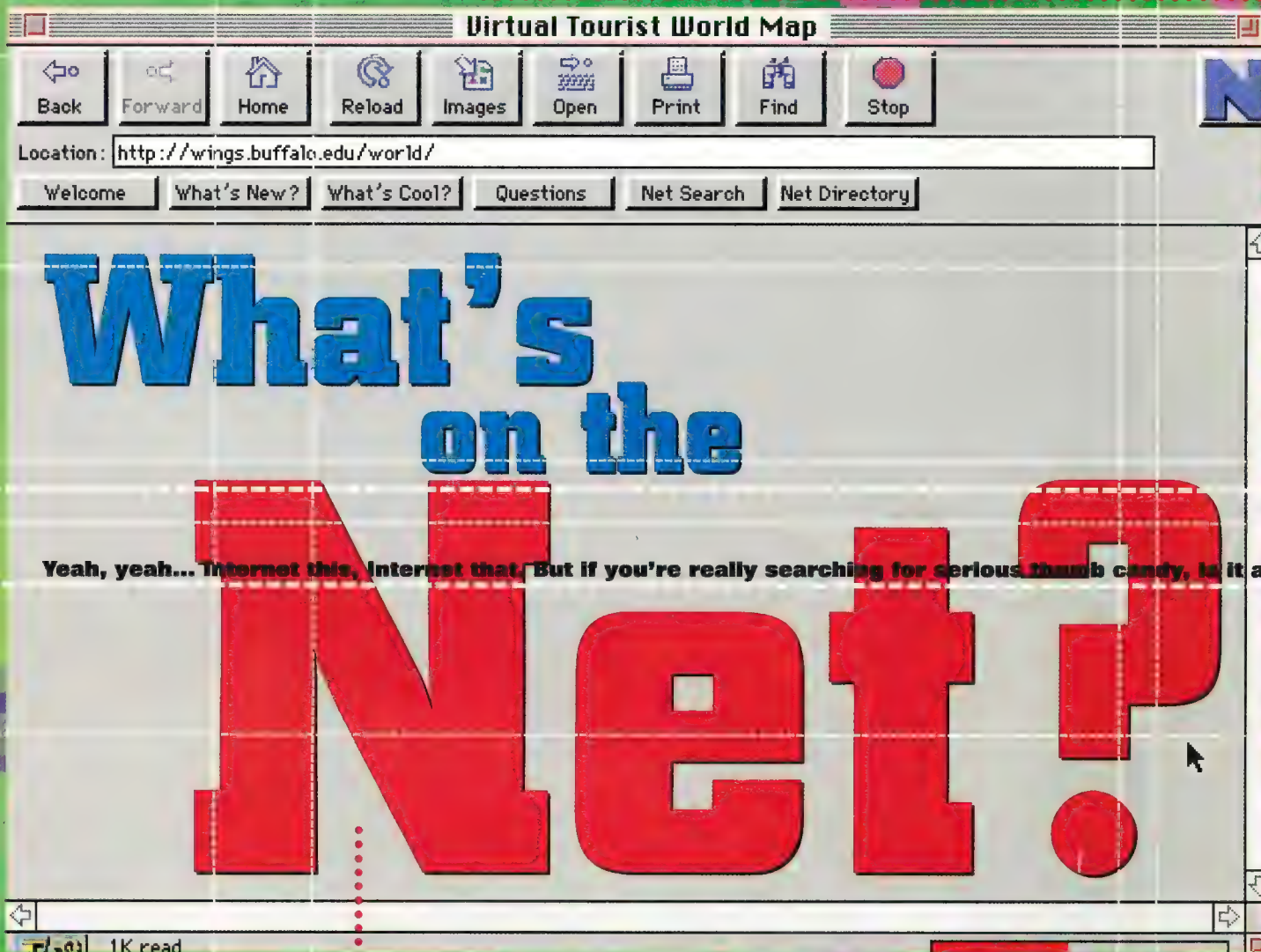
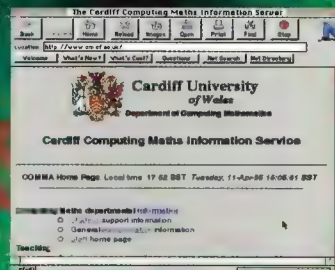


Hot Net Action

0071-0075 Console World

<http://www.cm.cf.ac.uk/Games/>

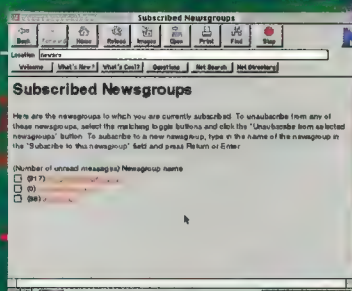
More totally crucial gaming info. Stuffed to the gills with FAQs, links, on-line magazines and the like. Hasn't been updated for a while, but there's a rumour that the bloke behind it is moving somewhere else, so you'd better be a bit swift...



0000-0020 Newsgroups

The newsgroups are the place to start. Under rec.games.video, there's a whole host of different groups for various machines, ranging from a small CD-i group to a huge Sega one. Cheats, tips, news, stuff for sale, slagging off of opposing platforms, it's all here.

After finding out about driving the horse in *Daytona*, how to complete *Burn! Cycle* and voting for the best 3DO game ever, we pick up the address for the Sega home page and leg it over there.



amous

CD-i

0050-0063 Game FAQs

<ftp://ftp.netcom.com/pub/vi/vidgames/faqs/>

Following another link, we come across what could be one of the most useful pages we've yet found, featuring complete guides to an enormous range of games on almost every conceivable platform. Totally in our element, we download 56k worth of *Daytona USA* arcade tips, blessing the Internet god's power. But not his hourly rates.

Start Cable
World
Voddes

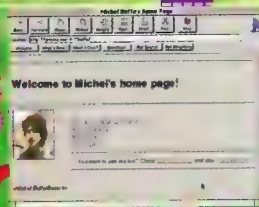
0064-0070 Michel Buffa's Videogames Page

<http://www.essi.fr/~buffa/videogames.html>

My God, does this man have a life? A stupefyingly enormous amount of info about all things videogame nestles here. Not too hot on news, but top for reference (especially about 3DO). Well impressed, we bugger off to Cardiff.

PlayStation

ons of old consoles c
s page (unc



surfed until our keyboards bled, giving ourselves a mere two hours of net franticness to find the hot sites.

0034-0050 The Unofficial Saturn Site

<http://128.95.248.147/>

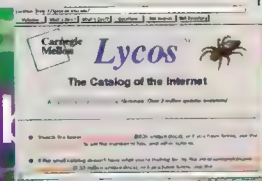
This is more like it. A site that's bloody huge, stuffed with technical info, hardware FAQs (Frequently Asked Questions), game FAQs and reviews. Okay, so the reviews aren't too up to date, but the Japanese to English manual translations are pretty useful. There's also a load of links to other sites. Not bloody bad.



0030-0033 Lycos Home Page

<http://lycos.cs.cmu.edu/>

Spend any time on the net and you'll use this page on a regular basis. Lycos is a webcrawler that simply tells you where the information you want is floating in the vastness of cyberspace. We type in Sega Saturn, wait a minute while it searches through its database, then watch in awe as it spews out a whole list of sites which feature the machine.



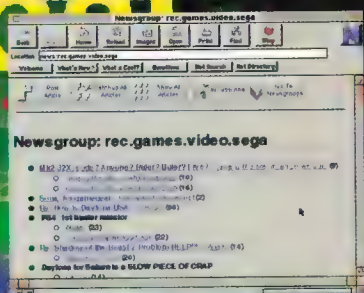
<http://rtfm.mit.edu:/pub/>

chnical

00.20-00.30 Sega Home Page

<http://www.segaoa.com/>

Phwoaar, look at those graphics, Missus. Sorry. Loads of information here about all things Sega, even how to get hold of some groovy Sega merchandise. Not being quite that sad, we try to get some Saturn gen only to find ourselves out of luck. This home page is maintained by Sega of America, and as the Saturn isn't officially out there yet there's only a small bit of info. Disgruntled, we head off too...

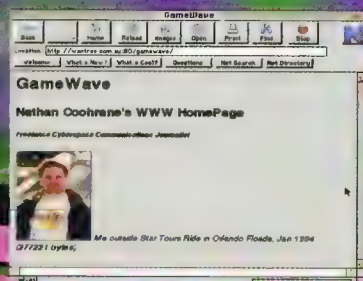


Ultimate

Hot Net Action

0076-0080 Gamewave

<http://wantree.com.au:80/gamewave>
This is certainly one of the best preview sites around letting you download images of upcoming games like *DS9* etc. Not just up to date but way ahead of schedule.

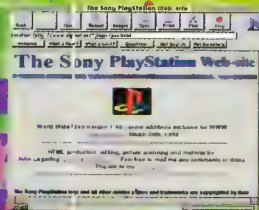


0081-0082 -i

Back to Michel Buffa's page for a link to some PlayStation goodies.

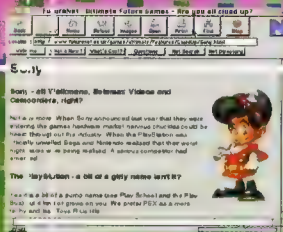
0083-0090 Sony PlayStation Web Site

<http://www.algonet.se/~jlager/psx.html>
One of the first of a couple of unofficial PSX web sites featuring a mix of news, screenshots, reviews and anything else you want to know about Sony's console (there's also a good one at <http://bert.cs.byu.edu/~jaguar/psx.html>). Especially useful is a section on making your own SCART cable. Blimey, after this the official page must be brilliant!



0116-0120 Futurenet

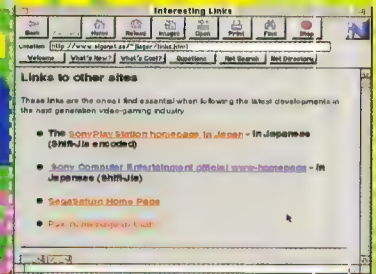
<http://www.futurenet.co.uk/index.html>
Finally, the repository of all known human knowledge. Okay, a bit of trumpet blowing here, but it features some of the most up to the minute news and reviews on the entire net.



0121-1300
Worry about paying the phone bill.

0091-0092 Official PlayStation Site

<http://www1.sony.co.jp:80/InfoPlay/SME/PlayStation/>
Erm, maybe not. No world-shattering graphics and the entire thing is in Japanese. Not really that useful.

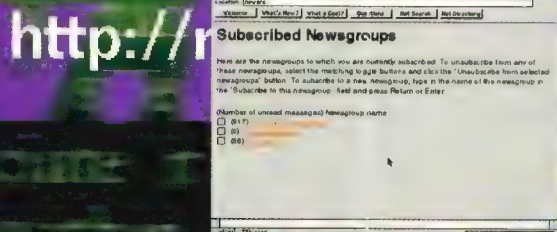


0112-0115 Unofficial Jaguar Homepage

<http://www.bucknell.edu/~svensson/>
A man obsessed. If the Atari 2600 didn't appeal, this is where to go for everything you wanted to know about the 64-bit wild cat. Excellent, up-to-date news, extensive game reviews, platform info etc. Marvellous.

0108-0111 Unofficial CD-i Homepage

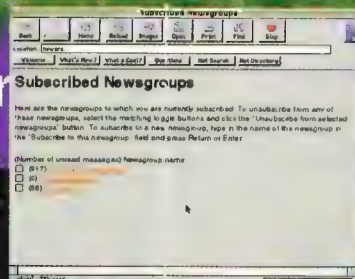
<http://www.acs.brockport.edu/cd-i/>
Oh dear. Graphics? What graphics? Quite a new site by the looks of it (with some areas still under construction) but still pretty poor on the information front. We are suitably unimpressed.



<ftp://rtfm.mit.edu/pub/>
Flick through some old newsgroup postings and come across a few more pointers to good web pages. RTFM is an acronym by the way, the first two words being 'Read The' and the last 'Manual'. Hmm...

0101-0107 Classic Videogames

<http://www2.ecst.csuchico.edu/~gchance/>
Where the ghosts and skeletons of old consoles and games come to die. A page of 4-bit heaven where the game of the week is *Enduro* on the Atari 2600. Odd.



Just joined the 32-bit ranks? Starved of news? Simply choose the issue you want and fill in the form below to complete your month-by-month guide to the Next Gen universe.



1 Ultimate's launch issue... A collector's item! The best introduction you can get to all the Next Generation super consoles and games, and what to expect from them in the future.



2 Super Street Fighter X on the 3DO... what a little stunner! We had the very first review. Also everything you need to know about the Neo Geo CD, PlayStation and Saturn, and a sneak preview of Killer Instinct.



3 The first review of Ridge Racer... and it's damn fast! - sandwiched between reviews of Virtua Fighter on the Saturn and 32X Mortal Kombat 2. Plus full details on Nintendo's 3D Virtual Boy.

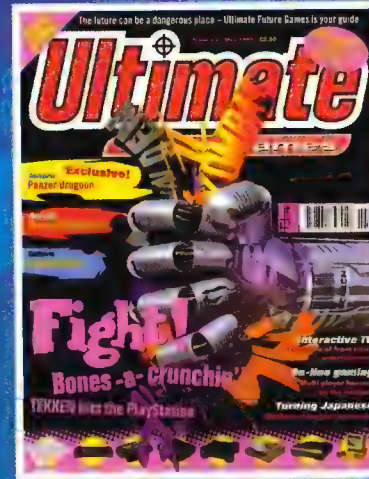
Back issues



4 Blow your mind with every single Next Gen console rated in all known game genres. We review *Motor Toon GP* and the gorgeous-looking *Toshinden* on Sony's PlayStation. Things are heating up.



5 Sega throw a heavy punch in the face of the competition with their first shoot-em up, *Panzer Dragoon*. We also review *3DO Return Fire* - possibly the best two-player war sim in existence today.



6 More punch-ups on the PSX with Namco's *Tekken*. The characters are incredible, and it's very close to beating *Virtua Fighter* to a pulp. Also get the first glimpse of *Street Fighter Zero* - the prequel.



7 The cover says it all - delve into the Top 100 games that'll be hitting the Next Gen consoles in the near future. Read the sharpest reviews of *Bayona* and *Tekken* and hear out the *Street Fighter* Movie posters.

Back issues

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Add-ons



Saturn

Virtua Stick

No more blisters with this arcade-style eight-button joystick including a rapid fire control. This is reputed to be excellent for pulling off all those special moves in *Virtua Fighter* and *Virtua Fighter 2* (hmmm...) and gives you more accurate control in aerial shoot-em-up, like *Panzer Dragoon* etc.



Arcade Racer

An arcade wheel for *Daytona USA* that's sure to come into its own when Sega release their bus driving sim. Nah seriously, we've knackered ours completely, and there's no doubt that you get a better feel for *Daytona's* Hornets.

Bolt it



PSX

Sunsoft Joypad

Sunsoft have released both Saturn and PSX versions. An Ascii Pad with Turbo control is also available in Japan (¥2980). And the PSX Fighter Joystick is a must for arcade beat-em-up lovers, setting Japanese gamers back ¥5940.

Memory Cards

An essential add-on for your PlayStation. The memory card slots in above the joypad port and saves your game data. Dead useful when playing *Tekken* as it saves the bosses as you complete the game, allowing you to 'be' them. The Action Replay (see page 17) makes use of the same port.



Back-up Memory

This is a cartridge that slips into the back of your Saturn, providing your super console with 512K of back-up RAM for storing game data. Great for RPGs like *Riglord Saga*.



Six-Player Adaptor

For those forthcoming footy games (including *Virtua Striker*) the six-player adaptor will be the peripheral, letting you compete against each other or play co-operatively.



Video CD Card

Update your Saturn to play Video CDs on MPEG format. Options will also include slow motion, zoom, pan and a facility for displaying a small picture within another.

Mouse

The mouse will be the essential item for those multimedia possibilities that Sega hope for the Saturn. Will also be invaluable for point-and click adventures and God sims.



on!

Every day, people write in trying to siphon off our brains. "Will the PSX have a mouse?" "Will the Saturn play Video CDs?" You know the kind of stuff. So, here's a top collection of current console gear...
Current exchange rate: ¥132 = £1.00

Link Cable

Gives you the option to link two PlayStations, and we're waiting for Namco to bring out *Ridge Racer 2* for our first taste of head-to-head. The cable will sell for around ¥1500.

Mouse

Plug into the back and zoom around the tracks of *A-Train*. It's confirmed for European distribution and currently leaps off shelves for around ¥3000 in, you'll never guess... Japan!

NegCon Controller

Namco's own rotary controller, giving you superior control on *Ridge Racer*. It's also compatible with their arcade tank blaster *Cybersled*. European distribution pretty much a cert.

RGB Cable

Giving you excellent picture quality and making sure you get the best out of your PlayStation. Costs ¥2500 in Japan.



Add-ons

Jaguar

CD Add-on

For £150 the CD add-on for the Jaguar sits on top of the existing console. The CD player includes the Virtual Light Machine™ (a jiggly light pattern... thing) you also have the option to watch video CDs with an MPEG cartridge.

New Controller

Say goodbye to Atari's current house brick. The new six-button job is... hardly any different to the original. Nice one.

VR Helmet

This is being made by Leicester based firm Virtuality, and is due out later this year – for under £200 as well. Are we really looking at the ultimate home gaming experience?

Lasergun

With Atari owning part of American Laser Games, it's hardly surprising you can buy a light gun for action shoot-em-ups.

Accessories

Apart from the SCART connector giving the most enhanced picture possible, you can get a cable connecting two Jags for an awesome head-to-head challenge on *Doom* or *AVP2*.



3DO

Flightstick Pro

Clearly, this gives you better control of flight sims for the 3DO. It's also compatible with *Need for Speed* and *Return Fire* (huh?). The price is a bit steep though, at £109.95.

TDK Expansion Card

This saves those difficult bits onto a removable card instead of the internal NVRAM. There's no release date for the UK.

Gamegun

Are you serious about your virtual shooting? Oh dear. But anyway, with this latest add-on for the 3DO from American Laser Games, you'll be able to shoot-until-you-burst.

Infra-red Controller

The first six-button infra-red controller for the 3DO. Watch out for the screw-in thumb joystick – it can get a bit tricky when playing *SSF2X*. Non infra-red pads also available.





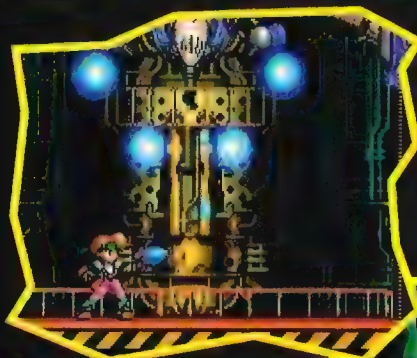
Reviews

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Troy Aikman Football	Jaguar	86
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Ultimate Section 3

The Ultimate Marking System

0-10	Appalling
11-20	Awful
21-30	Very poor
31-40	Bad
41-50	Average
51-60	Fair
61-70	Good
71-80	Very good
81-90	Excellent
91-100	Exceptional



▼▶ 2D cartoon feel to a basic but fun platform shoot-'em-up. Just look at the character you play: very Japanese, and well animated. But is all this Next Gen stuff?

▲ We've come a long way since the platform days of *Sonic*, but still...



▶ The lighting and colours in *Gunstar's* (heaven are definitely worth paying attention to).

▼ Hundreds of metallic monsters and robots and tank things crawl all over the place. Yikes.



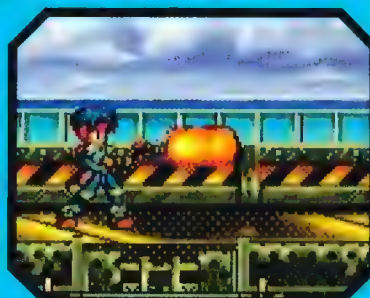
Top antique action, or is **Gunstar's**

The knuckle-dusting Alex Sonics has some awesome fire-power especially when he's powered up to bursting. Some of the weapons are a bit lame, but you'll feel the power of the destruction busters.

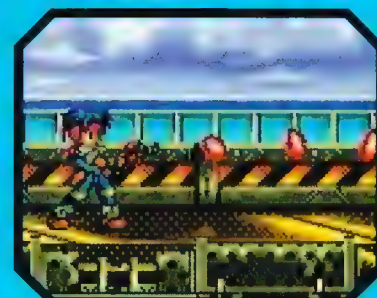
Scorching electrification



Fancy electrifying someone with this? Excellent when powered up.



How about a spot of Kentucky Fried Chicken? Anyone?



May look like a Smarties shooter, but useful on certain levels.

Believe the **Next Generation** has gone totally polygon doolalley? And that the **16-bits** have well and truly kicked their last cartoon? Well, **not just yet**. SCE have re-kindled the spirit of **2D scrolling platform shoot-'em-ups** and let it loose on the PlayStation.

The developers have used traditional **sprite** methods to

PlayStation • Sony Computer Entertainment • £59.99

put together *Guns'n' Heaven* - there's **not a hint**, not a speck of *Tekken*-esque lovingly **modelled** polygons here. And no **3D** elements either. But this isn't to say the game looks **crisply old** and a bit past it. It's a **classically designed blaster** which makes use of some quite subtle **slides** from the

PlayStation's **16 million** colours to **create** wonderfully atmospheric environments (although the **fire-power** looks massively more deadly than those found in *Probotector* on the SNES, as do the multitude of area **bosses**).

The game itself remains a fairly basic **platform shoot-em-**

up, with the only real **difference** between this and an arse-load of others being the fact that you've already got all the **weapons** - you destroy the waves of **enemies** and collect their power to increase your **fire-power range** - which constantly diminishes. There are four basic blasters that can ▶



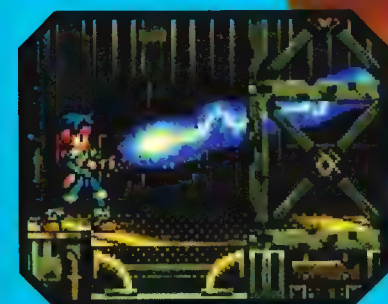
▼ Watch those big metallic animals spitting out huge nasty beams of dangerous light. Look at those grappling claws. Shoot them!

▲ Explosions are unmatched. We've yet to see a Saturn game with these kind of light extravaganzas.



Heaven

just another **crusty** old duffer?



Your common or garden Big Blue Death beam.



◀ The scenery is all the better for your beam reaches. It's best!



▶ Look at the use of the objects and the use of the lighting. It really does laugh in the face of *Sonic*...

► be upgraded, and there's plenty of choice whether to **electrify** or incinerate the mechanical **aliens**. There's no real tactical element – just **blast** your way through the **cyber-jungles** and cityscapes, upgrading your weapons as you go. Try to **master** one weapon and keep up your **energy level** to take on the area boss at the end because they do take some **beating** –

there's no time to waste. You get to **choose** one of two characters – **Ruka** or **Axel** – who both have a different selection of weapons. The **big problem** is that there's no **two-player** option. Surely not? Doesn't every **blaster** come complete with the option of playing with a **mate** (and have them snaffle your lives as they die)? There's a bit of variety thrown into the

gameplay – a chance to slap a pair of roller-skates on your **ankles**, making the pace even faster, or a trip with a **jetpack** on your back.

There is no **save option** in *Gunner's Heaven*, so don't **leave interest** if you pop your clogs, **because** you only get 10 seconds to **continue**. And yes, **once again** it's a case of an **infinite** amount. There are only

six levels, and unfortunately, serious **shoot-em-up geezers** will overcome the **lucrat obstacles** rather quickly.

Ultimately

Turbulent

71%

⊕ Very busy screens
⊖ Not using the PSX's power



▲ Yes. The big red dragon snafu thing. Always a bit tricky, we know, but there's really no need to tell you that you need to destroy it to keep in the game. Is there? Hmm.

► The death of a boss. The metallic characters look like they are straight out of a comic book.

▼ The hardest part of the shoot-em-up is to avoid enemy beams coming from every angle.



◀ There are more than enough bosses and enemies to keep the most demanding player looking at this one.



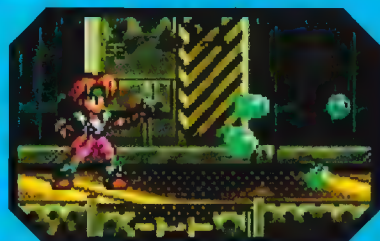
▼ And just in case you didn't realise the game tells you when you've finished off a guardian... or crushed it.



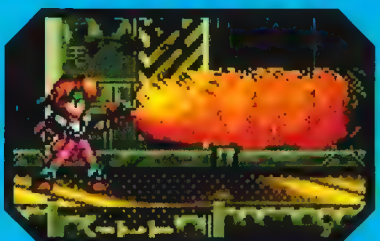
Eat my big blue death, scumbag!



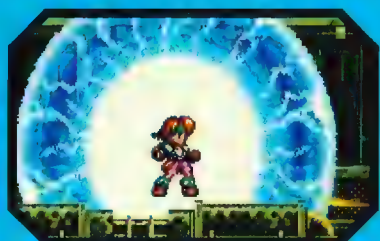
Ruka's best weapon in the game when powered up – wipes out everything.



Do not underestimate the power of these little green smarties.



Fancy a barbecue? She's packing the ultimate firelighter.



The one and only Bomb! Wipes out everything but you only get one.



► It's a pity you can't hear the music - bloody awful. I could have that just you sit and on and Woody on the drive you as mad as a fridge.



► If furious, **concrete** wheel-screaming mayhem turns you on, then the 32X version of this **Mega-CD** hit should be right up your **alley**.

Pick your player from a bunch of **rough bikers** which include Sid Viscous and Granite Jackstone, and **drive** around **64 tracks** for the ultimate prize of the Boulderbash Bike.

There are some **not-so-secret** short-cuts and if you take out **other players** while racing, you get yourself **extra bonus points**. The in-game virtual cameras allow you to pan-in and **pan-out**.

The bikes are dead **difficult** to **control** because the game's so fast and as a **two-player**, **BC Racers** certainly has quite a fair amount of **life** - and if you liked the **Road Rash** idea, this'll **tickle** you. But it's not an impressive leap from the **Mega-CD** version, hence its score.

Cartoon-style racing with

BC Racers

it's rock-hard!

32X • Core Design • £50

▼ The split-screen option is the most obvious improvement over the original.



▼ Stig of the Dump - a fine slab of Dinotainment from the UK.

▲ It also makes use of the 32X's extended colour palette.



Ultimately

Bonkers

69%

- Two-player madness
- Monotonous music



▼ The Jaguar needs less tatty games. It needs them now!

Take a **state-of-the-art** hovercraft with guided missiles, **cannons** and the ability to travel over any **terrain**, whop it into a '64-bit' machine and hey, it's **Mover Strike**.

Why not try and **complete** the **missions** to save the world if you can find your targets and **understand** the **radar**? Movement of your

hovercraft can be **jerky**, something we wouldn't expect from a **16-bit game** these days, let alone one for the Jag.

All the missions **seem** to be the **same** and it looks and **plays** like **Aircars** (see review on page 86). **Not a good thing**.

Ultimately

Wrong!

18%

- Can't see anything here
- How long have you got?

▲ If you ever feel yourself becoming a touch lost, try the optional external view - it makes moving a lot easier.

Hover Strike

Jaguar • Atari • £45

is it really worth the bother?

Walt Disney eat your liver out but is **Astal** really a sleeping

▼ Picking up pearls gives you extra options – sending your beaked mate into a whipped-up feathered frenzy and wiping out everything on screen.



▼ *Astal* Fact One: 'Gopher' thing can pluck huge trees from the ground. Like Geoffrey Caper.



▲ *Astal* Fact Two: There be no save game option here. A horrible infinite continues approach is used instead.



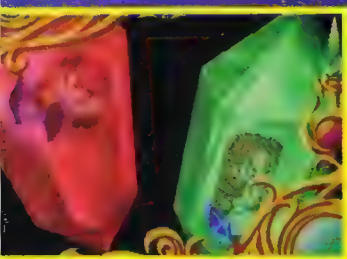
Saturn • Sega • £60

Oooh! Aaah! And yep, bloody wow. Just take a bit of time to check out the glossy visual sheen on *Astal* – as we pointed out in our preview *UFG6*, page 311 this isn't merely the stuff of carefully crafted intro. The game itself – in all its platform normality – is exceptionally beautiful. With

software looking this special, you can be sure the general media's spotlight will be trained on the Next Generation camp come September.

As to the game in hand, well *Astal* is the second of Sega's Saturn platform offerings (after the stunning shadows of *Clockwork Knight*). Once again, the game incorporates *harkens* of graceful animation, with a lovely colour palette being used to full effect in the game's atmospheric design (see the pastel-coloured icy landscapes and smoothly scaling fire dragons). The plot, which is mapped out in an intriguing cartoon (so

◀ Everything seems to have a raspberry Slush Puppy tongue tint to it, in some kerazy way...



Eat my bird frenzy.

Boom Boom shake the ground – and thy will fall.

1

2

4

A serious left hook.

3

Have a taste of my garlicky cheek juice, oh pixellated pigs!

beauty?

good, you'd think **Cosgrove Hall** had a **hand** in bringing it to life) seems somewhat simple, and **basically** involves you **legging** it through many platform-strewn levels **accompanied** by your faithful **bird** (which you have to free during the first level) in **search** of a chick – the human, royal species, though.

But again, **Sega** have opted for **conventional** platform fare. Yep, **Asta** takes you through its **levels**,

▼ Mid air platforms, oh very bloody original. We want **BETTERER** things, **Sega**.

knocking off

enemies – but it's really treading over **tired** old ground. The two-player version allows **one** of you to **control** the **bird**, but you won't get a mate to hang around for **long**.

You get **bored** of looks, believe us. Just like if you were **married** to **Sharon Stone**... no, sorry. Luckily, it may not even see a **Euro** release.

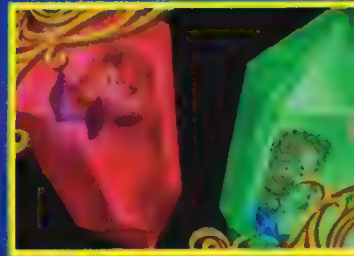
◀▶▶ In order to keep your ticker, erm, ticking send your bird off to nab some juicy fruit! – if your basket is fearless, death will be upon you (with a lovingly whetted scythe, most likely).

Ultimately

Yawn

50%

- Looks the dogs...
- ...ropey old traditional tat



Time 01:22 Score 00000000
Life 300/300

▼ There's a time limit to the game as well – so run everywhere if you can.

► You'll be seeing a lot of this swampy land. A really irritating lot.

Time 01:43 Score 00000000
Life 200/200

◀ Ooo, the demon advances – part of the heavily stylised introduction.

▲ Jim is a strangely proportioned chap – all thick trunk and no head.

Virtual

– more zombies *than*

◀ T&E Soft, the developers, really need to sort themselves out.

◀ While battling a sign, Jim forgot to check advances on his rear.

Time 00:01:57 Score 00000030
Life 104/200

We're constantly waiting for new **barriers** to be **broken** with each new piece of software being brought slap bang into the **Next Generation**. And in the words of Bazzar Norman – **why not?**

When Sega announced the release of the Saturn's first 3D action RPG, we all dreamed of classic playability, just the right amount of **number-crunching** and a healthy interest in rescuing the **odd princess** or two. But on entering the murky, **jerky** world of *Virtual Hydlide*, you'll realise that only a **slim portion** of this is true.

The first thing you'll **notice** is that it clearly doesn't **resemble** the original game, which made its **console** debut on the Mega Drive. Your **journey** takes you through the fully 3D **texture-mapped** world

which is effectively **dull** and **sombre** (strange then that the background music is **irritatingly chirpy**). A behind-the-character viewpoint has also been adopted, and **not unlike** *Virtuoso* on the 3DO, has some distinct **disadvantages**. It can be a bit tricky trying to see **exactly** what is directly **in front** of you and on the floor. The 'camera' also switches to the character's **eye-view** seemingly randomly, especially when you are in **confined locations**. There's also rather too much **glitching** through scenery than is good for a game. You can end up being **hidden** from view when you venture behind **gravestones** – very inconvenient when you're **having a pop** at one of the zombie crowd.

There's a very **thin RPG plot**, briefly depicted in the intro.

▲ Believe it or not, this blocky old brown thing is a zombie. A member of the undead lot, if you will. And they're pointlessly easy to do away with.

Be afraid, be very afraid... Not!

Here's just three of the ghastly characters you are supposed to give a seriously good hiding too.

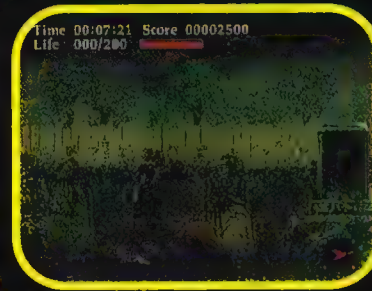
As you can see we have a couple of bats, the runny slimy bogies and zombies that look like the scarecrow in the *Wizard of Oz*... scared? Nah.



▲ The innocent little blobs can turn quite nasty if you don't do 'em quickly.



▲ Bats are easier to kill when you flick to internal view - mad, eh?



▲ Eugh, zombies! But these are no extras from the *Evil Dead* movies.

Hydlide

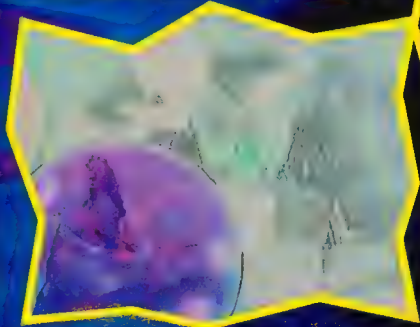
Saturn • Sega • £70

fill a small pair of trousers with
you can



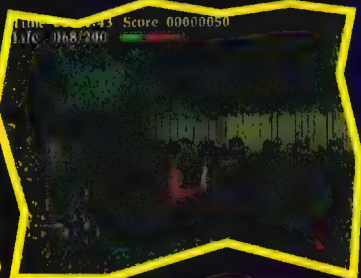
▲ The gorgeous Princess Anne. And not a pair of jodhpur breeches in sight.

▼ Another heady slice of intro. This is the princess, trapped in a ball. Thing.



Our hero - a portly chap by the name of Jim - must venture into the decaying landscape to save Princess Anne who has fallen under the spell of Bararis - a 60-foot horned demonic chap.

Jim's character does seem to develop fairly well as you get interactive with a variety of objects and creatures - bats, giant wasps, green jelly-oids and the like. Even the trees



▲ So what exactly is a Hydlide, eh? Some sort of Scandinavian greeting?

take a dislike to him, but a few Zorra slashes with yer blade will cut them back into shape. So, there's not really much of a what we consider challenging for a large part of the game.

The items you can collect range from weaponry to potions (the usual fare) and food to help you run fast through thick vegetation. You have the ability to refer to a two-scale map to help you in your direction of

travel and there are large teleport crystals littered over the land.

For a Next Generation RPG this is pathetically poor (even for a Game Gear this would be a bit pap). It doesn't even look very appealing - the scrolling is ridiculously jerky. In fact the only discernable pleasure comes from collecting the level codes during your quest. Having to go through it all again could make you come over all bonkers, like.



▲ Here we can see how appallingly Jim melds with the background.

▼ Don't waste your energy attacking foreign doors. Find the key instead.



Ultimately

Axeing

45%

● Quite big...
● ... if you can be arsed

▼ There are thousands of enemies, enemies, enemies! (You'll find them in every level, and they're all different.)



Hoorah! Intense pleasure, on one shiny disc, is here. Sony promised that the PSX would take platform gaming into a new genre, and, with graphics that make your eyes go squiffy and gameplay that takes you for a roller coaster, it has.

You're Robit – a rabbit, ~~who~~ who lollops through some ~~scary~~ 3D texture-mapped levels stuffed with detailed polygon baddies and brightly coloured backdrops. But don't worry, this game isn't one of those typically ~~intricate~~ worrying gameplay affairs. Bouncing through the mad arena, your mission is to collect the few jet pods (giant

▲ All the enemies you've killed from last time are still here!

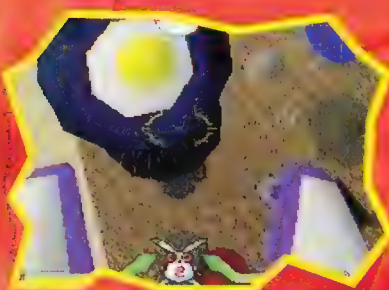
A badass bunny

with a robotic attitude takes

Jumping

PlayStation • SCE • £60

to serious heights

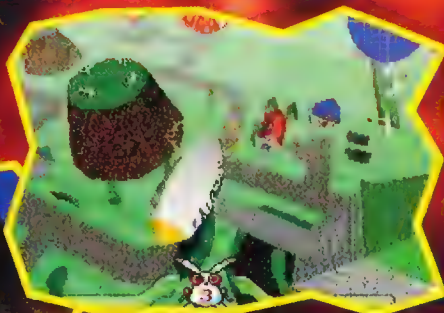


▲ Jump at me! (It's not a jump, it's a jump.)

▼ There's a lot of jumping in this game, and it's not just for the fun of it.



► The graphical detail of the scenery is breath taking. Just look at the ship, and the various bits and pieces scattered on the ground.



◀ Now, you can come face to face with some pretty scary monsters. (Remember, it's only a game – Ed.) Oh yes. And they have big teeth.



carrots) which litter them. Sounds **simple**, eh? But like all good platform puzzlers, the worlds are **filled** with evil **enemies**, determined to have you for the pot. **Blast** them to bits and each time you get a prize – be it cash or a **special** weapon.

The beauty of this game is that the levels are as big **vertically** as they are over the ground. Robit is quite **amazing**, actually, with three degrees of **jump** allowing him to reach dizzying heights. While high up in the skies, Robit can look

◀ At the end of each level you have to find the exit portal – this is what they look like.

around and fire in any direction, and the fact that you have to **learn** which **platforms** can be accessed from other ones gives the game its **undeniable** charm.

Obviously, there's the chance to collect **extra points** along the way, including **firecrackers**, bombs and extra time capsules. All the time you're getting **bombarded**, so watch your **energy** level, oh, and get those giant **corrodes** before time runs out, and defeat the **end-of-level** boss as well.

Now that I've got you all **exalted** and eager to get your hands on this **motorised** bunny, we're going to hit you with the **real** and **only** – but annoyingly

big – **BUT**. You see, there's just **not enough** of it – only six levels, which **feature** three stages and a **boss**. It just doesn't last long enough. You can have a **wonderful** time in the underwater level but **once** you completed it a few times, it'll become **stupidly** easy, especially with the **new** option on the PlayStation's **Memory Card**. Make it bigger, Sony, please.

Ultimately

Stupendous

79%

Pick me up!



Take these when killing a baddie. Robit is a serious money grabber.



Not only can you see in the dark but it tops up your energy as well.



To be taken with caution, everything just goes bonkers mad.



They say never throw fireworks... Robit does.



Serious fire power for a serious bunny with attitude.

Flash

▼ Time driving for my bottom makes the sky at sea well lovely.



▲ There are some really good FMV bits in *Archie's Flash*. The intro is gorgeous.



▼ Look up, tilt your head and the entire room is at an angle. This is great stuff, pity it's a bit too short, really.



Ultimate

81

▼ There's really not much point buying this with *Sidekicks 2* (and soon 3) out there having a kick around. But it's still a mini-classic

Super Sidekicks

Time to clean up your dribble again



They say that the **old ones** are the **best** and they're not far off when it comes to **footy**. Just look at the **mother** of SNK's efforts, and its deep roots in Arcadedom.

With the choice of 12 international teams and four difficulty levels you could bash this out for hours and never really feel boredom slinking in.

Scoring a goal couldn't be simpler - you're even told when

to have a **pop**. The large sprites and raised 2D perspective add to the game's **simplicity**.

In fact the only really **irritating** problem is that it only caters for two **players**.

Ultimately

Classy

79%

✦ Instantly playable
✦ Sequels available

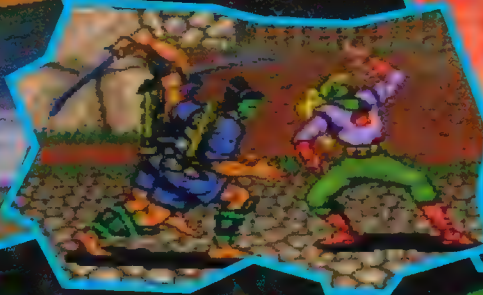
► The authenticity is uncanny. Just look at the variety of crouching methods employed by the gold-topped bunch here. Fine detail, eh?



Remember the **ridiculous** price of SNK's Neo Geo games? How can you forget - **talk** about taking out a **mortgage**. The back catalogue of games was top, but paying **£200** for a cartridge



◀◀ Remember Manimal? Now he could really turn into a beast or two. Imagine all that delicious Whiskers and Chum.



If you've played the **first** **installment** of this saga you're going to love this. **Faster** gameplay, more characters and a **hilarious** mock cavalry battle make this a real **contender**.

As in the **original**, there's a choice of two characters - **Jack Stone** and Claude Yamamoto. They both possess awesome **samurai** moves and can slip into the baggy pants of **Ninja, Ninja Dog** and Tengu (God of **crows**).

There are only **three** levels, but the playability and humour **compensate** slightly. A simple beauty that uses the Neo Geo CD system to the **full**. *Sengoku 2* is just as enjoyable to **watch** (but only if you're a tiny bit sad).

Ultimately

Choice

70%

✦ Stick character changes
✦ No serious challenge

Sengoku 2 Fitter than the original?



▲ ▼ SNK really had better pull the little Oriental socks up – you can't afford to clog up the Neo Geo CD with second-rate, two-bit 2D beat-em-ups.



Fought with colourful sprites against double Dragon style backdrops, Mutation Nation is your quest to rid our lovely planet of deviants that have emerged after a biochemical laboratory accident. Curiously there are no real combo assaults or any intricate pad movements to sort out, because one attack button does it

► Winkle pickers are lethal on the right feet.

all – simple, effective, and yep, effortlessly dull. Wagging briefly with the D-pad and hammering the A button does produce a different punch effect, and collecting power balls gives you access to Deathblows, but there's still not enough variety. Oh yes, it's routine stuff is this. Kill enemies, meet boss and repeat until bored witless.



Ultimately

Limp-wristed

45%

● Seriously simple
● Play it then ditch it

Mutation Nation

Do we really need another beauty?

was 'a bit' bloody steep to say the least. As we all know, the Neo Geo CD means cheaper gaming – hoorah for that! All the following are from SNK and cost roughly £40...

Soccer Brawl

Cantona style



▲ ▼ Speedball this ain't it all looks very nice in its 3D isometric coating, but it's certainly no pack of M&Ms Er...



► Skeletons made by Tefal are the things to be seen around.

If you cut down the number of footy players in a team to seven, set up magnetic/rebound walls, arm the boys with power shots and let them slug it out, you get two things. Swansea at home or serious 21st Century soccer.

Soccer Brawl gives a choice of eight countries and two stadiums. There are all the usual football moves, carried out using the D-pad, A and B buttons, and a power meter for deadly tackles and shots.



But when making those lightning speed passes, you can't see where the ball goes and you end up completely losing the plot... and rather worrying chunks of patience.

Ultimately

Tosh

51%

● Skull punching fun...
● ...that won't last forever



◀ ▼ With the brutal plot and sick packaging, will it pick up an age rating? (See feature, page 111)



40 days in Quarantine

And I'm dreading it!

3DO • Gametek • £40

Listen to this one! You're a cab driver, right, and your job is to drive people from one point of this mad Honkers city to another. Your cab is all kitted up and ready for the worst. You've got guns and ammo, and please don't hesitate to use them.

Quarantine is essentially Doom on tarmac, and the gameplay is gloriously violent. Run people over (with top screeching sounds) or shoot them down... then run them over - just to make sure, like.

The 3DO version doesn't quite come up to the level of the PC original we reviewed (UFG1,

86%). The sound certainly gives it bags of atmosphere, but the graphics are a little murky. Your taxi isn't the easiest to steer either, and it'll take you rather too long to get used to the controls.

The idea behind this game is well ace, but the execution on the 3DO isn't quite up to scratch.

Ultimately

Brutish

- Pretty decent sound
- Irritating to control

80%

◀ The plot involves you trying to earn enough cash to escape from the prison city Honkers, which has been sealed off from the rest of the world.



▶ ▼ We stress that a bit of a staple on its way. In fact, we know it is, for this is merely a portion of replay territory. Plus, VT, and all that lot.



◀ Each star player has a special move. Watch out for the sneaky elbow in the face or balls defying gravity and arcing around all the players.

Parlez-vous Fever Pitch

With a vast amount of footy games available on the SNES, including FIFA and Konami's International Superstar Soccer, it's sad when the latest addition appears to be more of a Sunday afternoon kick around, rather than a sunny Wembley Cup Final.

The main problem is that basically, Fever Pitch Soccer is an average footy game, but it has been spiced it up using eight different characters with

their own special moves. There's Barry 10 bellies Barger - who would be better off on the rugby pitch - and Ernie Le Striker Container - who can stylishly swerve a ball. This gives the game much more of an arcade feel.

You have the option of an aggression setting and choice of international teams with different pitches and conditions. The multi-player options will let you thrash it out with up to four of your mates or



▲▶▼ It's really an average 16-bit footy sim with violence added to spice it up. We have seen better.

Kung Fu? ch Soccer

SNES • US Gold • £45

team together to **annihilate** the rather smug computer.

Ball control can be tricky as you only get one **isometric** view of the pitch, but watch out for **Dicky Tricky** Discorama, who plays for Brazil – he **weaves** his way through any **defence**. As in every footy game these days, there's a **replay** option to rub it in when you score.

Mixing **Mortal Kombat** with football must have seemed like a **good idea** in US Gold's boardroom, but let's face it,

that's **not** what the **game** is all **about**. If you like arcade-like footy games, this **one's** for **you**. But if you're into football for the **sake** of **football**, then **International Superstar Soccer** still **calls** the shots.

Ultimately

Relegated

- Good multi-player options
- Footy action a bit weak

71%



▲ Once you've got the hang of spinning the 'leather' and hooking off the back foot for a six, you're onto a winner.

Sun's out, whites on International Cricket

is bowling good fun

SNES • Nintendo • £40

Although this **has** its faults, it's still rather **lovely** to spend a few hours with.

Choose from **eight** **international** teams to play a quick **10 over** match or run up some **centuries** in a **50 over test series** (but if you **choose** the **Fast Match**, the **CPU** selects the **team** you're to **play** with).

You're allowed to **scream** for **LBW** all the time but fielding can get tricky as you **can't** see all your **players**.

Yes, **Brian Lara** on the **Mega Drive** gives has a **four-player** match, but both graphics and **game pace** are **similar** to this.

Ultimately

Full toss

78%

- Authentic feel
- Cricket's not for everyone.



▲ You can keep all your baseball sims. We want cricket!

Ultimate

Helen of **Troy Aikman Football**

what a complete girl!

Jaguar • Telegames • £45

American football, 32-bit style. Now let's see, we've had *Madden* on 300 - top atmospheric and strategic game - and, yes, that's it. So, *Troy Aikman* is a welcome addition to an under-represented genre.

How does it cope? Well, it's certainly not as approachable and exciting as *Madden*. Games rarely are. But, to be fair, it's supposed to function as a management sim, which it does.

Choice of players' salaries, who to line up in your team and what tactics they play is entirely up to you, and all these decisions will affect your standing in the league.

But once again, the machine which claims to be superior to the rest, only comes up with graphics a *Mega Drive* would be slightly embarrassed of.

Ultimately

Hut-Hut

- All 28 NFL teams are here
- Gameplay isn't intuitive

46%

▼ The 300 is certainly as sophisticated as the sophisticated computer's machine (and now, it scores, not just purely because of the Electronic Arts connection).

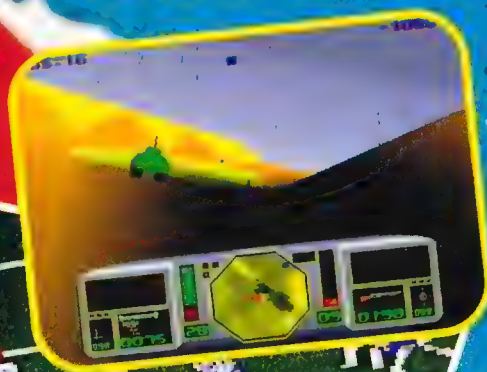
Spam and ham,

Slam 'n' Jam

Just a load of hot **Aircars**

Jaguar • Telegames • £45 or what?

▼ You'd have to be a bit of a 3D lorry expert, as winning is depends more on the tactics you choose rather than your nimble joystick skill.



◀ Even Cyberzone looks better than this eye filler.

We really wish we didn't have to sling off Jaguar games. But nobody should get away with this.

The plot has something to do with world domination and you saving everybody thanks to your nifty aircar. The actual

▼ This is reasonable. It's really a cry.

game has to do with you avoiding govt-aid-shaded scenery and destroying primary and secondary targets. Fine.

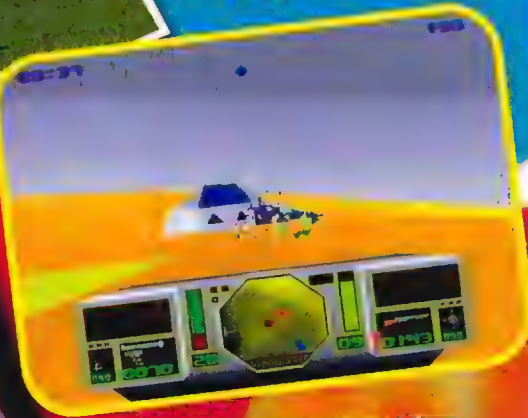
As far as the graphics and sound are concerned, well, just look at the screenshots and guess in sheer horror. This is not what the Next Generation is all about. Get it out of here, and get it out now!

Ultimately

8-bit-ish

19%

- ◊ Erm... No, can't find anything
- ◊ Looks atrocious



◀ It's a shame that the camera doesn't rotate - it really can freeze.

Basketball sims have never been the same since *NBA Jam* appeared on the 16-bits. Everybody loved it because it lacked the faults of real basketball, the acrobatics were hilarious and the court wasn't too crowded (you only played two-on-two).

So what of *Slam 'n' Jam*?

Does it compete with

Acclaim's intensely playable classic?

Well, first impressions are encouraging. The speed and feel is very realistic, yet the view (as you can see from the shots) is very off-putting -

◀ There's simply no way to be a real hero in this game. Thanks to the variety of moves on offer

especially when you're attacking towards the camera.

But once you've got to

grapple with the view and controls you'll be hooked like a quipper.

The player animations, difference in speed, weight and height are more obvious here than in many other sport sims. You've got to choose the right players that'll perform perfectly against your opponents.

Thanks to a top sneaker-squeaking sound and CNN commentary ("He's takin' it up!"), you'll really feel part of the court action. There are plenty of different slamming moves - yes, you even get the glass-shattering slam - and very tricky passing moves - between the legs, lob, round the back, you know the sort of thing.

Basketball isn't all about scoring from really far. There has to be a certain amount of stats involved (not too many, just enough) and plenty of FMV to keep you busy when the 3DO calculates the season results. Better than *NBA Jam*? Hmm, overall we reckon it is, especially if you give it time. It's definitely not such rich entertainment, but is a darned site more enthralling. Once you get into this one, you won't want to let it go until you've beaten the pants off everybody.

3DO • BMG • £45

Ultimately

Pulsating

79%

- ◊ Fast and furious action
- ◊ Difficult viewpoint

or lamb and wham... you decide

Ultimate

YOU



Head-spinning *action*?

WANT



Heart-pounding *excitement*?

ALL



Huge motorbikes?

THIS

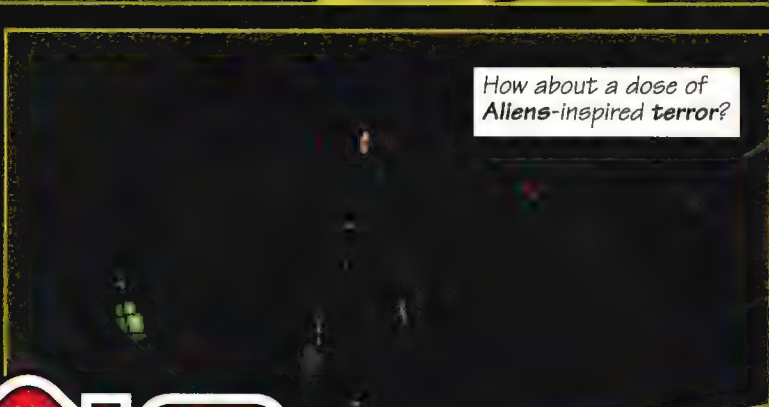


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Warriors



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▼ Choose him.

PC in groovy-looking beaty gush!

PC • Mindscape • £40

Mindscape's French friends **Atreid** have been mighty busy trying to produce the PC's best-looking, most action packed beat-em-up. Well, they got halfway there.

Warriors' new Bio-Motion 3D graphics engine makes the eight superb characters come to life with uncanny clarity. Toggle from the slightly pixelated full-screen VGA display to the faultless boxed SVGA view and you'll think you're watching video footage in

this CD ROM stunner. Flick from eye-level view to floating overhead 'camera' and you won't know what's hit you.

And that's because **nothing** much will. Despite interaction with the backgrounds, a few weapons and a handful of beastly special moves, the gameplay is just too limited.

Ultimately

Disappointing

76%

◆ Incredible graphics
◆ Lack of gameplay



► Pirate Corto's 'Skeleton Attack' is amongst the flashiest things you'll ever see on a PC.

▼ Osinkira's 'Spirit Of The Lion' move is certainly one to impress the lasses.



▼ The single player tournament has some very tough bosses.



Pyrotech

It's not all

PC • Psygnosis • £30

◀▼ At speed, Pyrotechnica's enough to make you say 'Phwoooooar!' 'Phwoooooar!'

There's no doubting the impact *Doom* has made on the PC gaming world. It has coloured the way games are played, made and reviewed. *Pyrotechnica* could have been any old flying-and-blasting game, but it's been touched by the hand of *Doom*. Touched by the hand of God.

Spin, weave and blast your way through the tight, twisting corridors of *Pyrotechnica's* doomed space station setting. Take time out to check your 3D

map, trying to locate the reactor then the exit. Oh no, the exit isn't on the map! You've got to rescue the hostages and find the colour-coded keys before progressing towards that reactor. *Doom*, anyone?

Navigating round the increasingly complex corridor systems is testing, even when you've plenty of time on your hands. But when you've found and destroyed the reactor, you've got just two minutes to get out before the station explodes, taking you with it.



The Daedalus Encounter

PC • Virgin • £45

The PC CD ROM explosion had **four babies**. Good games, okay games, **edutainment** games and interactive movies. The *Daedalus Encounter* is an **interactive movie**.

Three CDs, hours of 'movie' watching and every ten minutes or so you must vaguely wave a **mouse crosshair** at a 'puzzle'. The movie itself is an **action-packed** sci-fi adventure (naturally) - *Tia Carrere* and two blokes are trapped on an alien spacecraft, doomed to **collide** with a **very big star**. Can they avoid the disaster?

It's actually a **fairly good** 'movie', but there's no real **gameplay** and no plot branching - only another **stunning lass**.

Tia Carrere sci fi shocker

▼► You're not flying the ship yourself. It's like watching someone else chew a toffee.



Ultimately

A movie

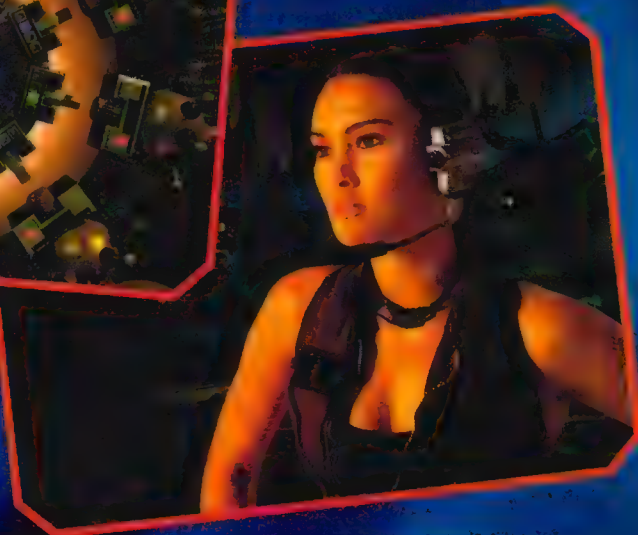
- Tia Carrere
- An age between mouse clicks

60%

► Still things could be worse, eh? They could be a lot worse. Top lass.



▲ No need to look so shocked, pet. Haven't you seen *Ultimate* before?

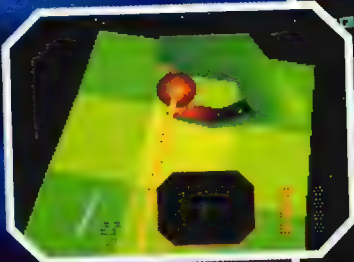
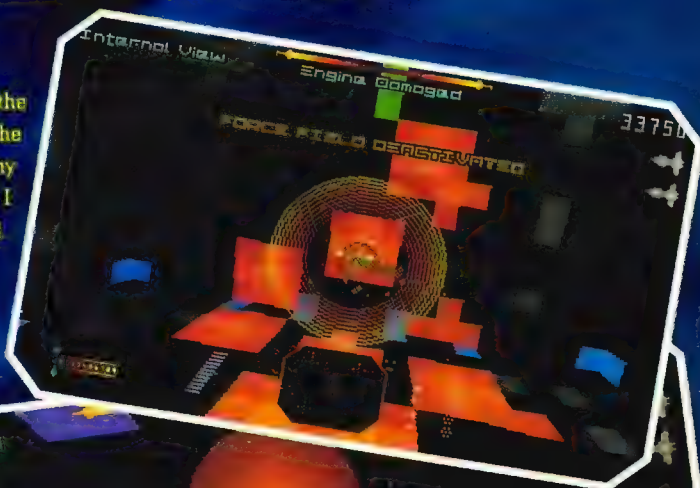


Pyrotechnica

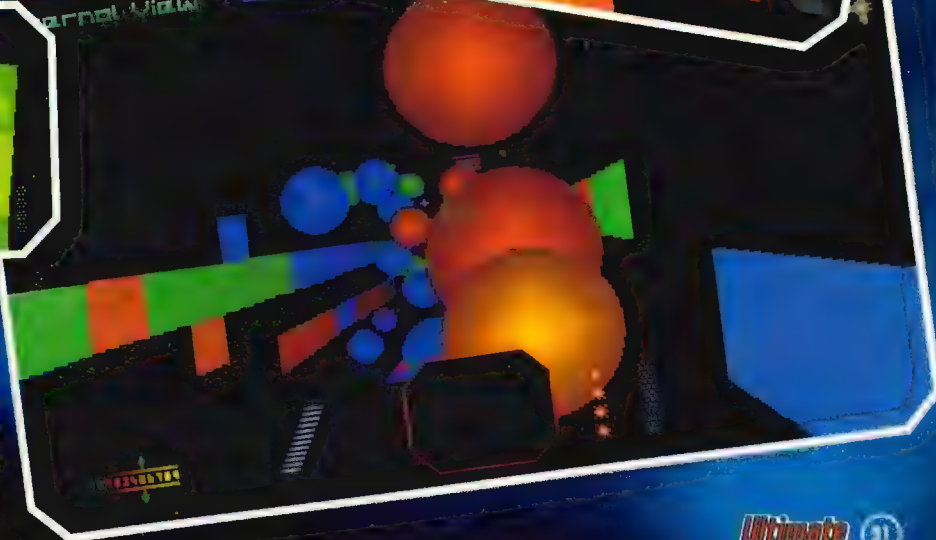
PSX for Psygnosis

Pyrotechnica is **beautiful**, **tough** and addictive. The well-worked **learning curve** and the friendly controls mean **adrenaline-pumping** action for one and the most **intense battle** ever for two. Cheers, *Doom*. Cheers, *Pyrotechnica*.

► Okay, I've deactivated the force-field to progress to the next area. But will my engine hold out? Not if I carry on at this speed.



▲► The blue flashes are your lasers, the orange blob are the remnants of enemy ships. I've got about a 40% hit rate, which is certainly nothing to grumble about.



Ultimately

Slick

- Brilliant action and graphics
- Needs at least a 486 to run

90%



◀ By selecting characters you can trade speed against handling, like any traditional racing game. But this is not a traditional racing game.



▶ What the chap on the left thinks he's doing on a motorbike I've no idea. Oh, this is about spaceships, lasers and adrenaline-pumping.



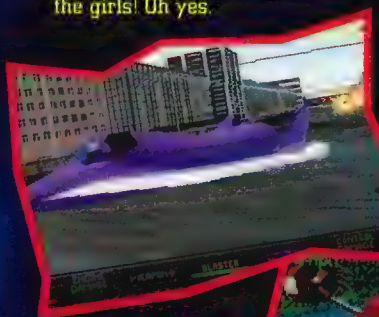
Mind your footing

because you might just

Slipstream 5000

slip in the stream – get it?

▼ Fly very fast, dangerously close to real landmarks. Impress the girls! Oh yes.



▶ This is not an intro screen. This is an in-game shot – Gremlin have pushed the PC graphics to the limit.



Stunning to watch, shockingly fast and simple to play. This is a 3D racing game gone mad.

Slipstream 5000 is a chance to fly ludicrously fast craft too close to tunnels, bridges, towers and big buildings. It's also one of the most exciting

games you'll ever watch. Like all good racing games there are several vehicles, several characters, several tracks and, perhaps most importantly, several weapons. Brilliant.

Gremlin have timed this well to appear at roughly the same time as other smart 3D flying games like *Descent* and the

wonderful *Pyrotechnica*, and pulsing racing games like *BC Racers* and *Superkarts*. They've knocked them over the head with a metal bar, waited until after the funerals, dug them up and taken the best elements from each. They have made a monster.

Nip round Norway's snowy skyline or zip above the palm trees of Hawaii, blasting the living daylights out of your mate in split-screen or network mode.

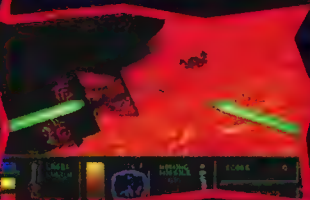
You will need a 486 or above to make it run, but run it you must.



▲ There's none of your *Daytona* redrawing rubbish. Real-time SVGA to make you sit up and then fall over in delight.



◀ Select, then shoot. And shoot. And keep shooting. Brilliant!



Ultimately

Cruisin'

Speed, weapons and no life

Load in, shoot, go, go, go!

92%

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Win! Win! Win again!
And win safe in the knowledge that Shane Richie won't be asking you the questions. Yep, it's the inane-quiz-show-host-free UFG pic-word - the most fun-filled way to win £50 that doesn't involve licking treacle off skin.

It's pretty much like a normal crossword except all the clues are visual. Just identify all of the screenshots (or sometimes the objects) then fill in the name in the direction indicated by the arrow. That's the simple stuff.

The tricky bit is finding a way of sending us the filled-in grid without ruining your copy of UFG. But we're sure you'll find a way. Send your ingenious solutions to: Pic-word 8, UFG, 30 Monmouth Street, Bath, BA1 2BW to get here by July 10th.

Then all you have to do is hope that a) you've got the right answers and b) that we pick your entry out of the millions we get. Life's a game of chance, matey, and we're just teaching you the facts. You'll thank us one day.

Next Month

World Exclusive!

The PlayStation is

Loaded

From the videogaming vaults of Gremlin's Sheffield HQ, comes a PlayStation game that'll rock the very foundations of shoot-em-ups. *Loaded* could be the Next Gen version of *Chaos Engine* and *Gauntlet* - but better. So far it looks stunning and has gameplay to match. True to form, Ultimate Future Games has secured the very first preview, and next month, lets you in on the secrets behind the game.

But that's not all...

- Find out the full, up-to-date European Next Gen release schedule
- We ask, has virtual reality finally made it into our homes in a big way?
- Discover the technology that's pushing the country's Theme Park rides to new limits
- And don't miss our unrivalled news, gossip, reviews and previews of all the 32-bit games

Don't leave the 16-bit world without us...

Next issue on sale Saturday 1st July

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